

The Guidance Group

Your #1 Source for
Guidance Materials for
Children, Teens,
and Adults

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Childs**play**

21st Century Counseling Tools



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AT-RISK YOUTH®**



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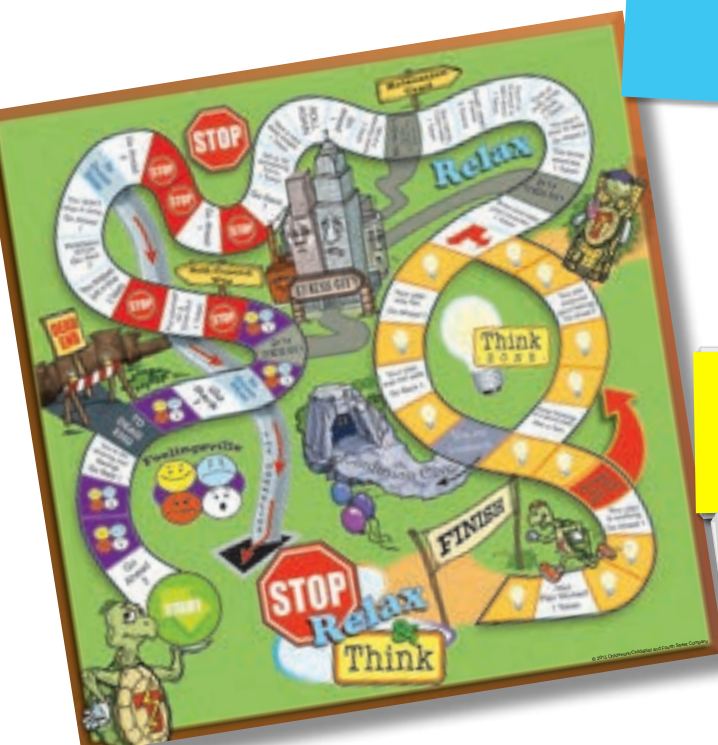
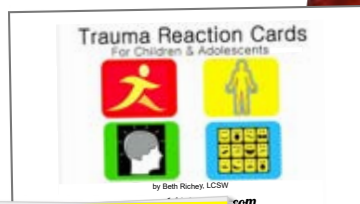
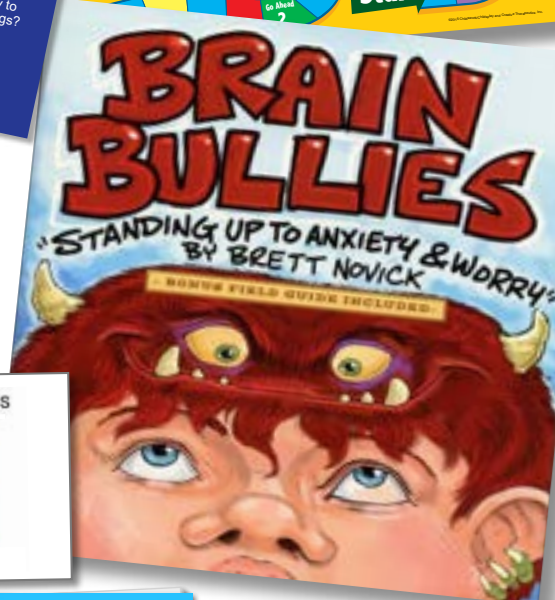
Your Online Counseling Resource

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COURAGE • TO • CHANGE®

**WELLNESS
REPRODUCTIONS**



The Guidance Group

Proprietary Catalog 2022/2023

Find It Fast...

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See page 35 for
Brain Bullies book!

Brain Bullies Card Game

Ages 6+. Help children begin to realize the most common cognitive distortions that are present in thinking. The goal then is to form a means of discussing, disputing, and readdressing these distortions in a more productive manner for each child, as well as for the children of the group as a whole.

In this game, discussions will be broached of some of the most common distortions including: not being fair, black and white thinking, jumping to conclusions, blaming others, personalization and needing to always be right.

For 2-10 players, with the guidance of a licensed mental health professional or school counselor.

Brain Bullies Card Game • Item #5070 • \$27.95

■ counseling balls ■

Counseling Balls • \$19.95 each

Color Key
Grade level:
Elem, Middle, High

All vinyl balls are approx. 8 inches in diameter and come deflated. Pump not included.



SOCIAL MEDIA SAVVY BALL 2120

Teach students about being social media savvy with statements such as, "What should you do if you witness bullying on social media?" and "Name one reason why chat rooms can be dangerous."



BEST BEHAVIOR BALL 1015706

A great way to reinforce classroom rules. Players respond to statements such as, "Give one reason why you need to raise your hand to speak." and "Explain why it isn't fair to cheat."



WARM-UP BALL 383527

Helps break the ice with such phrases as, "Name a favorite gift you received." and "Name a place that is fun to shop."



GOOD SPORT BALL 1015709

Promotes sportsmanship in students as they respond to statements such as, "Give an example of teamwork." and "Tell why you need to respect the judgement of refs and officials."



MOTIVATING ME BALL 383529

Get teens ready to meet the challenges they face with such phrases as, "Break one of your goals into steps." and "Name one thing that motivates you."



SAFETY BALL 1015710

Teach students the skills they need to stay safe while still having fun. It contains statements like, "Identify one rule for staying safe on your computer." and "Explain why you should wear a helmet when riding a bike."



HELPING, SHARING, AND CARING BALL 385057

A great way to reinforce important values on a daily basis.



THE BULLYING STOPS HERE BALL 1015711

Teach students about bullying and how they can stop it with statements such as, "Point out the difference between joking and teasing." and "Name a safe way to confront a bully."



■ board games ■

Figure Me Out Board Game

Ages 6-12. The game develops social skills by helping children learn to gather information about others and share information about themselves. Children take turns assuming the role of a reporter, getting to the bottom of a story by using Who, What, When, Where, and How questions to figure out what another player is thinking.

For 2-6 players. ⚠



Figure Me Out Board Game • Item #1561 • \$59.95

No More Meltdowns Game

Ages: 5+. The goal of the game is to recognize the connection between patterns of daily behavior and emotions. When the child and adult begin to understand the emotions that precede a meltdown, they can learn to stop the behavior before it starts. For one child and one adult. ⚠



No More Meltdowns Game Item #1617 • \$35.95



Dr. Playwell's Learning Social Rules in School Board Game

By Dr. Lawrence Shapiro

Revised Edition. Ages 6-12. Cards ask children to think about a variety of social problems that occur during the school day and to think about the best ways to handle each situation. This game is designed to be played in a regular classroom or as part of a social skills training program. 2-4 players. ⚠

Dr. Playwell's Learning Social Rules in School Board Game • Item #1967 • \$59.95



Dr. Playwell's Learning Self-Control in School Board Game

By Dr. Lawrence Shapiro

Revised Edition. Ages 6-12. This game is designed to help students think about the consequences of their behavior and distinguish good choices from bad ones. The game will also help children practice relaxation and self-control behaviors, learning that they can control their bodies as well as their behavior. 2-4 players. ⚠

Dr. Playwell's Learning Self-Control in School Board Game • Item #1966 • \$59.95



■ board games ■

Stop, Relax & Think Board Game

Revised Edition

Ages 6-12. In this ever-popular board game, active, impulsive children learn motor control, relaxation skills, how to express their feelings, and how to problem-solve. For 2-6 players. ⚠



Stop, Relax & Think Board Game
Item #2290 • \$59.95

The Coping Game A Recovery Board Game for Mental Health by Michael O'Leary

Revised Edition

Ages Teen-Adult. This engaging game encourages those recovering from mental illness to recognize stressors and warning signs of negative symptoms, and identify specific coping strategies



and behaviors that reduce stress and encourage wellness. The game reinforces healthy lifestyles with the use of humor and peer interaction. ⚠

The Coping Game • Item #2294 • \$59.95

Dr. PlayWell's Worry-Less Board Game™

Revised Edition

Ages: 6-12.

As players try to capture the Worry Monsters, they learn important steps

for dealing with persistent worry - identifying feelings, self-calming, making positive self-statements, changing negative thoughts, planning, coping with difficult feelings, and self-monitoring. For 2-4 players. ⚠



Dr. PlayWell's Worry-Less Board Game™
Item #2293 • \$59.95

The Talking, Feeling & Doing Board Game

Revised Edition

Ages 4-15. A child's responses while playing the game will reveal the psychological issues that are most important to him or her. Three types of cards offer prompts that will engage the child and, through their responses, reveal directions for therapeutic intervention.

Restricted item: you must have at least a master's degree on file to purchase. ⚠



The Talking, Feeling & Doing Board Game
Item #2242 • \$59.95

The Helping, Sharing, and Caring™ Board Game

Revised Edition

Ages 4-12. This fun board game helps children develop critical communication and social skills. The purpose of this game is to provide an enjoyable game in the context of which important issues are introduced. For 2-6 players. ⚠



The Helping, Sharing, and Caring Board Game
Item #2291 • \$59.95



■ board games ■



The Social and Emotional Competence Board Game

Ages: 6-14. Social and emotional competence refers to the capacity to recognize and manage emotions, solve problems effectively, and establish and maintain relationships with others.

It is these skills that serve to protect our children from a host of difficulties including: behavior problems, increased emotional distress, academic failure, delinquency, and substance abuse. 2 to 6 players. ⚠️

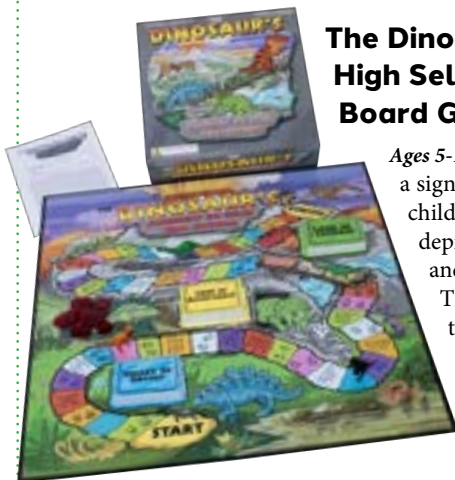
The Social and Emotional Competence Board Game
Item #52031 • \$59.95



Manners Mall Board Game

Ages: 7 and up. This game not only helps children understand why manners are important, but it also allows them to explore some of the deeper reasons and underlying values behind good manners. 2 to 6 players. ⚠️

Manners Mall Board Game • Item #2309 • \$59.95



The Dinosaur's Journey to High Self-Esteem Board Game

Ages 5-12. Low self-esteem can be a significant factor in a host of childhood problems including depression, underachievement, and behavioral difficulties.

The Dinosaur's Journey takes children through the Valley of Values, the Cave of Acceptance, and the Land of Courage. 2-4 players. ⚠️

The Dinosaur's Journey to High Self-Esteem Board Game • Item #350089 • \$59.95

Positive Thinking™ Board Game

Revised Edition

Ages 9 & Up. By becoming more aware of our self-talk and cognitive responses to situations, we can better select and control our emotions. Helpful in addressing emotional difficulties such as anxiety, depression, anger, and low self-esteem. For 2-6 players. ⚠️



Positive Thinking Board Game
Item #2292 • \$59.95



Circle of Friends Board Game

Ages 5-12. Kids learn friendship-building skills such as listening, patience, and paying attention, and how to deal with various friendship issues such as teasing, bullies, jealousy, anger, and more. For 2-6 players. ⚠️

Circle of Friends Board Game • Item #350188 • \$59.95



Wait & Win! Board Game

Ages 6-12. Patience is an important ingredient in a child's social and academic success. This game was designed to teach children the importance of being patient in many different situations as they try a variety of fun tasks and try to solve problems. This game teaches frustration tolerance, self-control, respect for others, and a sense of time and timing. ⚠️

Wait & Win! Board Game • Item #350098 • \$59.95



■ board games ■



The Stop, Think, and Go Bears' Self-Control Board Game™

Ages 5-10. This adorable game is designed to help children with problems in impulse control, by teaching children the three basic steps of self-reflection: Stop, Think, and Go. Players win by getting their three bears to the finish line, practicing these important skills along the way. ⚠️

For 2-4 players. ⚠️

Stop, Think, and Go Bears' Self-Control Board Game
Item #350104 • \$59.95



My 2 Homes Board Game

Ages 6-12. My Two Homes is designed for children who are having difficulty adjusting to their parents' divorce. This engaging game lets children deal with problems on their own terms through play. For 2-4 players. ⚠️

My 2 Homes Board Game • Item #350131 • \$59.95

Expressionary! Board Game

A Guessing Board Game Using Words, Movement, and Sketches

by Amanda Gissel, MA

Ages 11-Adult. Expressionary! is a game about feelings - what situations bring them up and the many different ways they can be expressed. Whether through words or non-verbally through movement and drawings. This game makes it easy and fun for players to express their feelings and thoughts. ⚠️



Expressionary! Board Game • Item #350116 • \$59.95

The Coping Skills Board Game

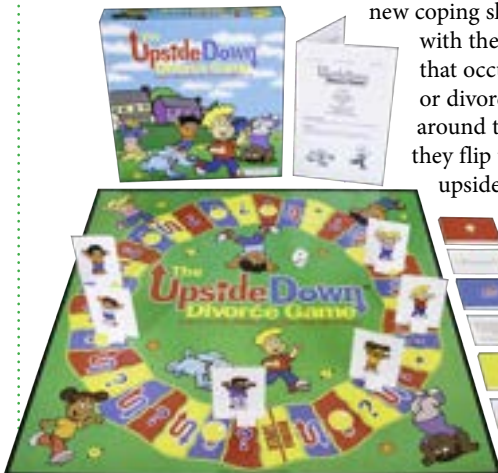
Ages 7-12. The Coping Skills Game provides children with tools for emotional self-care. Children will learn to deal with feelings, adjust attitudes, discover choices, accept imperfections, and more. The game presents real-life situations and makes dealing with them fun. For 2-4 players. ⚠️



The Coping Skills Board Game™
Item #350134 • \$59.95

The Upside Down Divorce Board Game™

Ages 6-12. Players will learn to develop new coping skills to help them deal with the common problems that occur after a separation or divorce. As players go around the colorful board they flip their playing pieces upside down. To turn them right side up, they have to learn new coping and communication skills. For 2-4 players. ⚠️



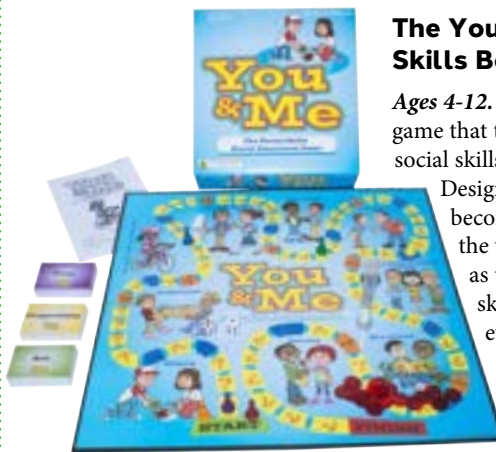
The Upside Down Divorce Board Game
Item #350128 • \$59.95

The You & Me™ Social Skills Board Game

Ages 4-12. A cooperative board game that teaches day-to-day social skills and social awareness.

Designed to help children become socially aware of the world they live in, as they build the social skills they need in everyday life: helping, sharing, being polite, cooperating, understanding different points of views, listening,

following rules, acting assertively, and being a friend. Players work as a team, there are no individual winners. For 2-6 players. ⚠️



The You & Me™ Social Skills Board Game
Item #350185 • \$59.95



■ board games ■



Bounce Back™ Board Game Children's Version

Ages 8-12. When children possess specific resiliency skills such as insight, a sense of humor, and persistence, they can cope with psychological problems that might otherwise have lifelong effects. This game challenges players to find answers to problems and reduce their stress level. For 4 players. ⚠️

**Bounce Back Board Game • Item #350137 • \$59.95
(Children's Version – Ages 8-12)**

Bounce Back™ Board Game - Teen Version

Ages 12+. This board game challenges players to find answers for both common and uncommon problems as they try to reduce their stress level while they play. Special Bounce Back cards challenge the physical as well as the mental abilities of the players as they juggle, throw, and bounce back the four balls. For 4 players. ⚠️

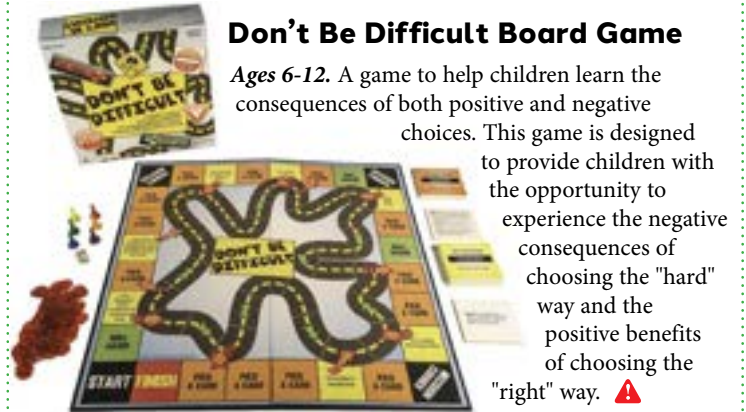
**Bounce Back Board Game • Item #350140 • \$59.95
(Teen Version – Ages 12+)**



The Angry Monster Machine Board Game

Ages 5-12. This game is designed to provide insights into the root of the problem, and to introduce alternative coping mechanisms to deal with symptomatic anger. For 2-4 players. ⚠️

**The Angry Monster Machine Board Game
Item #350203 • \$59.95**



Don't Be Difficult Board Game

Ages 6-12. A game to help children learn the consequences of both positive and negative choices. This game is designed to provide children with the opportunity to experience the negative consequences of choosing the "hard" way and the positive benefits of choosing the "right" way. ⚠️

**Don't Be Difficult Board Game
Item #350212 • \$59.95**



The Good Behavior Board Game

Ages 4-10. This game teaches children the importance of good behavior and helps them anticipate the consequences of misbehavior. For 2-6 players. ⚠️

The Good Behavior Game • Item #350215 • \$59.95

The Self-Control Patrol Board Game

Ages 8-14. This game helps children develop better listening skills, read social cues, understand the consequences of their behavior, learn to express themselves appropriately, deal with name-calling and teasing, and use humor to defuse conflict. ⚠️

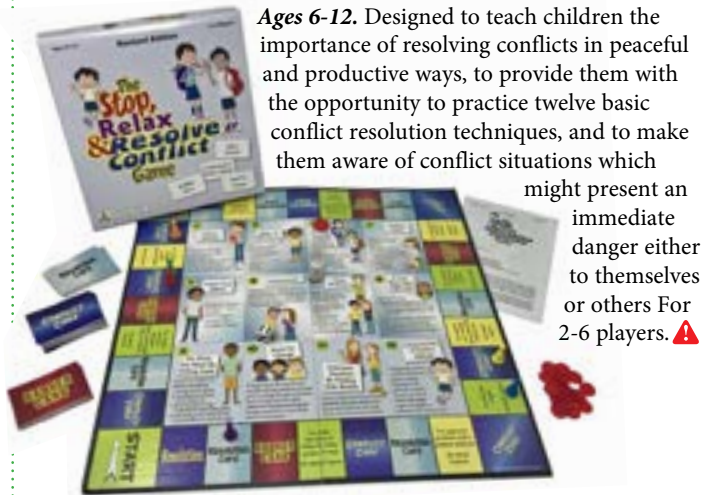


**The Self-Control Patrol Board Game
Item #350218 • \$59.95**



■ board games ■

The Stop, Relax & Resolve Conflict Board Game



Ages 6-12. Designed to teach children the importance of resolving conflicts in peaceful and productive ways, to provide them with the opportunity to practice twelve basic conflict resolution techniques, and to make them aware of conflict situations which might present an immediate danger either to themselves or others. For 2-6 players. ⚠️

The Stop, Relax & Resolve Conflict Board Game
Item #350806 • \$59.95

See page 42 for the
No More Bullies and
The Anger Solution Workbooks.
Additional products
available online!



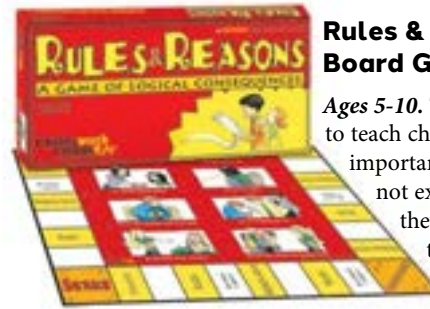
No More Bullies! Board Game



Ages 5-12. Players will learn how to avoid being picked on, what to say to a bully, and who to talk to about the problem. Bullies will learn why they act the way they do and how they can handle their anger and

frustrations without taking it out on someone else. This is a cooperative game in which all players must work together to get their possessions back from the bully, who has taken them. For 2-4 players. ⚠️

No More Bullies! Board Game
Item #350578 • \$59.95



Rules & Reasons Board Game

Ages 5-10. This game is designed to teach children why rules are important, something that is often not explained to them at the time they misbehave. It is intended to help children learn in a calm setting, where they can think about the reasons these rules are important, as well as the consequences of breaking them. For 2-4 players. ⚠️

Rules & Reasons Board Game
Item #350758 • \$59.95



The Classroom Behavior Board Game™

Ages 4-12. Teaches 12 positive behaviors including Raising Your Hand, Taking Turns, Ignoring Inappropriate Behavior of Others, Having a Positive Attitude, and Listening. Designed for children with behavior problems and who have difficulty following rules. For 2-4 players. ⚠️

The Classroom Behavior Board Game
Item #350800 • \$59.95



The Anger Solution Board Game

Ages 7-12. Helps children learn to control their behavioral responses to anger. As players make their way around the board, they are faced with a series of decisions and learn to choose the success route over the victim cycle. For 2-6 players. ⚠️

The Anger Solution Board Game
Item #350797 • \$59.95



■ board games ■



Help Kelly Bear Board Game

The goal of this game is reached through cooperation rather than competition. Help enhance children's character development, self-awareness, self-confidence, and goal setting.

Through careful listening and observing, the adult leader/facilitator can gain valuable insight into the children's lives, and their interaction with others. For 3-6 players. ⚠

Help Kelly Bear Board Game
Item #388347 • \$59.95

Dr. PlayWell's Best Behavior Board Game™

Ages 6-12. This game uses a multi-model approach to teach new skills, including emotional (affective), behavioral, cognitive, and social skills. For 2-4 players. ⚠



Dr. PlayWell's Best Behavior Board Game
Item #1016014 • \$59.95



What Did You Say?™ A Game of Non-Verbal Language

Ages 6-12. This game is designed to aid in teaching children to be aware of their body language and the body language of others. It introduces children to several aspects of understanding body language, including two key concepts: 1) Different aspects of body language are associated with different feelings. 2) Different people may have different body language in the same situation. For 3-6 players. ⚠

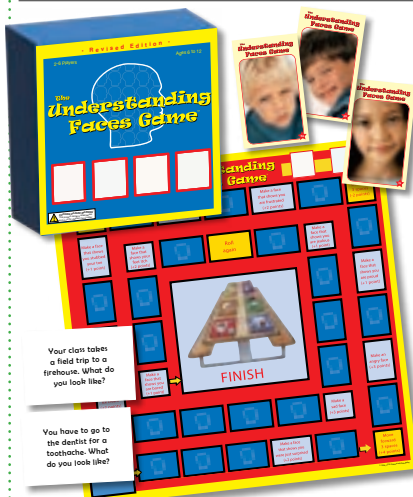
What Did You Say? Board Game
Item #389539 • \$59.95



Dr. PlayWell's Think Positive Board Game™

Ages 6-12. This game teaches children how to identify and change negative thinking, how to recognize the effects of a negative and pessimistic attitude, and how to behave in ways that are more socially appropriate. For 2-4 players. ⚠

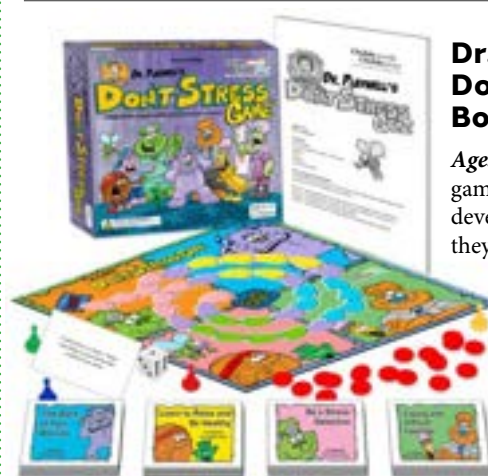
Dr. PlayWell's Think Positive Board Game™
Item #1016015 • \$59.95



The Understanding Faces Board Game™

Ages 6-12. This game is designed to introduce children to several aspects of understanding facial expressions, including two key concepts: 1) Different facial expressions are associated with different feelings. 2) Different people may have different facial reactions to the same situation. For 2-6 players. ⚠

The Understanding Faces Board Game
Item #389541 • \$59.95



Dr. PlayWell's Don't Stress Board Game™

Ages 6-12. This engaging game helps children develop the resiliency skills they need to deal with all kinds of stress, helping them cope with both developmental and situational problems. For 2-4 players. ⚠

Dr. PlayWell's Don't Stress Board Game™
Item #1016016 • \$59.95



■ board games ■



Imagine Board Game

Ages 6+. This delightful game uses fairy tale characters to help players exercise their imaginations, understand their

feelings, communicate more effectively, and find creative solutions to their problems. Thought-provoking game cards and a colorful game board, covered with captivating illustrations, invite players to let their imaginations roam free. For 2-6 players. ⚠

Imagine Board Game • Item #W-308 • \$59.95



Exploring My Self-Esteem Board Game

Ages 5-12. This nonthreatening game draws on each child's experiences and emotions, revealing for the therapist how children see themselves and how they typically deal with their feelings. To be played with a therapist and up to 5 players. ⚠

**Exploring My Self-Esteem Board Game
Item #W-337 \$59.95**

Peace Path Board Game

(Deal with Domestic Abuse and Violence)

Ages 6-14. This unique game not only teaches alternatives to violent behavior but also addresses the more immediate issue of what the child should do at the moment violence is occurring. Can be played by a therapist and up to 6 players. ⚠



**Peace Path Board Game
Item #W-347 • \$59.95**



Good Mourning Board Game

Ages 6-18. It creates a magical yet peaceful environment where children who've suffered a loss can resolve their grief. The board illustrates nature's basic cycle, which, like stormy intensity to relative calm. To be played with a therapist and 1-3 players. ⚠

**Good Mourning Board Game
Item #W-330 \$59.95**

Exploring My Anger Board Game

Ages 5-12. Exploring My Anger is a unique anger control game that draws on each child's experiences and emotions, revealing for the therapist how the child normally deals with anger. The game can be played by a therapist and up to 5 players. ⚠



**Exploring My Anger Board Game
Item #W-336 \$59.95**



Exploring My World Board Game

Ages 5-12. his game is very appealing to children. It draws out material about their experiences, feelings, and perceptions. Sentence completion cards provide opportunities for players to discuss family relationships, peer relationships, school, wishes, and fantasies. Suitable for working with individuals and in small groups. ⚠

**Exploring My World Board Game
Item #W-338 • \$59.95**



■ board games ■



Sticks and Stones Board Game (for Teens)

Sticks and Stones is a board game that teaches adolescents facts about—and alternatives to—anger and violence. Game cards educate players by supplying information about anger, violence, and abuse, and they also provide opportunities

for players to express their feelings and explore various alternatives to violence. For 2-8 players or teams. ⚠️

Please note: Game cards address sensitive subjects. We recommend that you review all of the cards prior to using the game and remove any that you feel are inappropriate for your particular group.

Sticks and Stones Board Game (for Teens)
Item #W-370 • \$59.95



Peacetown: A Conflict Resolution Board Game

Ages 7-12. Peacetown teaches conflict resolution skills and gives youngsters an opportunity to practice using them. For 2-6 players. ⚠️

Peacetown: A Conflict Resolution Board Game
Item #W-362 • \$59.95

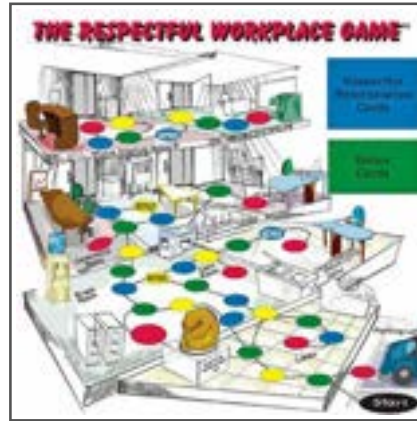
Use Your I's Board Game

Revised Edition

Ages 6-12. Use Your I's is a board game that teaches children how to express their feelings without jeopardizing the rights of others. Game cards provide realistic situations that provoke emotions such as anger, guilt, humiliation, happiness, and embarrassment. Players learn to verbally describe their feelings to others and explain why they feel the way they do. ⚠️



Use Your I's Board Game Revised Edition
Item #W-372 • \$59.95



The Respectful Workplace Board Game

Ages 14+. Players learn and practice six Principles of the Workplace Respect so that their actions could never be interpreted or mis-interpreted as bullying or harassment. Players also evaluate case studies and make recommendations how to prevent or end bullying and harassment. 2-6 players. ⚠️

The Respectful Workplace Board Game
Item #W-676 • \$59.95

Teen Sense Board Game

Ages 13-18. This unique game gives adolescents a chance to consider and discuss difficult issues that crop up in their daily lives. By asking them to look at and resolve uncomfortable, embarrassing, or problematic interpersonal situations, it gives them practice working out relationships with their peers and with the adults in their lives. For 2-6 players or teams. ⚠️



Teen Sense Board Game • Item #W-369 • \$59.95

Nobody Asked Me! Board Game

Ages 8-15. As players move around the game board, they are asked questions regarding their feelings toward their parents and how their lives have changed following divorce. For 2-4 players or teams. ⚠️



Nobody Asked Me! Board Game
Item #W-376 • \$59.95



■ board games ■



Feeling Good Board Game

Ages 9+. Originally developed to help people recover self-confidence and optimism after a traumatic event or situation, this game encourages players to feel good about themselves by recognizing, understanding, and expressing their emotions. Up to 4 individuals or teams. ⚠️

Feeling Good Board Game
Item #W-379 • \$59.95

Baby Smarts Board Game

Ages 12-16. Teenage girls are often faced with confusing and conflicting information about sexuality and parenting. This game gives them the opportunity to discuss sex and its consequences, including: facts versus myths about pregnancy, the female reproductive system, sexually transmitted diseases, health, safe-sex practices, and the consequences of unsafe sexual behavior. We recommend that this game be played with a facilitator (a therapist or parent comfortable discussing issues related to sex). ⚠️



Baby Smarts Board Game
Item #W-390 • \$59.95



Talk It Out Board Game Revised Edition

For teens. This specially designed game gets teens talking, and supports the therapeutic process by addressing cognitive, emotional, and behavioral issues that affect adolescents. And its fun! Questions posed are thought-provoking, imaginative, and sure to engage even the most resistant teen. For 2-6 players. ⚠️

Talk It Out Board Game Revised Edition
Item #W-402 • \$59.95

Self-Concept Board Game

Ages 8+. This game improves self-esteem by giving children a clearer, more realistic picture of themselves in five areas: Scholastic Competence, Social Acceptance, Physical Appearance, Athletic Competence, and Behavioral Competence. It helps them discover their strengths and teaches them strategies for maintaining and enhancing self-esteem. Generally played by a therapist and one or more players. ⚠️



Self-Concept Board Game
Item #W-409 • \$59.95

Anger Control Board Game

Ages 8+. This game teaches children the skills they need for effective anger control. It is particularly helpful in treating conduct-disordered children or those with temper control problems. Usually played by the therapist and one or more players, the game can also be played in the classroom. ⚠️



Anger Control Board Game
Item #W-410 • \$59.95

Social Skills Board Game

Ages 8+. This game is an ideal way to help children acquire social skills. Teaches children attitudes and behaviors that promote positive interaction with their peers. Although usually played by the therapist and one or more players, the game can be loaned to parents for home use. ⚠️



Social Skills Board Game
Item #W-411 • \$59.95



■ board games ■



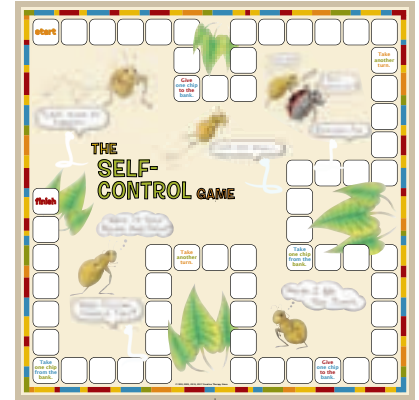
The Changing Family Board Game

Ages 8+. This game gives therapists a convenient and very focused way to address the needs of children affected by divorce. Using principles of cognitive restructuring and behavioral rehearsal, it helps children develop more realistic and adaptive attitudes about their parents' divorce. For 2-6 players. ⚠

The Changing Family Board Game
Item #W-412 • \$59.95

The Self-Control Board Game Revised

Ages 8+. This game addresses 24 specific traits and behaviors classified as impulsive, inattentive, or hyperactive. As they move around the game board and respond to questions on game cards, players learn how to change maladaptive behavior. For 2-6 players. ⚠



The Self-Control Board Game: Revised
Item #W-413 • \$59.95

Conduct Management Board Game

Ages 8+. This game helps reduce conduct problems and oppositional behavior in children and adolescents. As they move around the game board, players learn how to evaluate hostile intent, how to reinforce appropriate behavior, how to use self-statements and problem-solving skills to control inappropriate behavior, and how to understand the point of view of those in authority. For 2-6 players. ⚠



Conduct Management Board Game
Item #W-414 • \$59.95



The Feelings Board Game

Ages 8+. The Feelings Game helps children and adolescents gain greater control over their feelings and emotions. Game cards represent common experiences at school and at home. For 2-6 players. ⚠

The Feelings Board Game
Item #W-415 • \$59.95

The Bullying Board Game

Ages 8-13. This game is an effective intervention program because it focuses on all three roles in the bullying cycle: the victim, the bully, and the bystander. This game deals with the unique characteristics of every participant in the bullying cycle and focuses on different learning objectives for each. Suitable for individual counseling and small groups. ⚠



The Bullying Board Game
Item #W-420 • \$59.95



Social Conflict Board Game

Ages 8+. Designed for use with children and adolescents who experience frequent conflict with peers, this game teaches seven cognitive and behavioral conflict resolution skills. ⚠

Social Conflict Board Game
Item #W-416 • \$59.95



■ board games ■



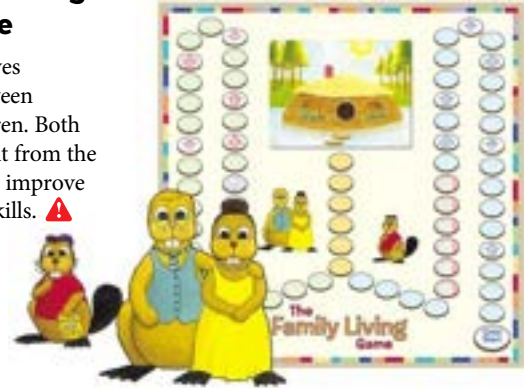
The Drugs and Alcohol Board Game

Ages 10+. This game familiarizes children with the situations that often lead to substance use and, through discussion and role playing, teaches them how to successfully refrain from using drugs and alcohol. ⚠️

The Drugs and Alcohol Board Game
Item #W-423 • \$59.95

The Family Living Board Game

This game improves relationships between parents and children. Both generations benefit from the game's learning to improve communication skills. ⚠️



The Family Living Board Game
Item #W-425 • \$59.95

The Stress Management Board Game

The four different card categories keep the game interesting as players engage in role play, learn proven stress management tips, challenge cognitive errors, and learn to identify the triggers and symptoms of stress. Accompanying inventories help you identify the child's most troubling stressors. ⚠️



The Stress Management Board Game
Item #W-430 • \$59.95

Land Of Psymon Board Game

Players learn about their modes of attack and strategies for defending against them. The 6 "good" Psymon exhibit the positive cognitive-behavioral skills that defeat negative thinking habits. For 2-12 players. ⚠️



Land Of Psymon Board Game
Item #W-435 • \$59.95

Furious Fred Board Game Revised Edition

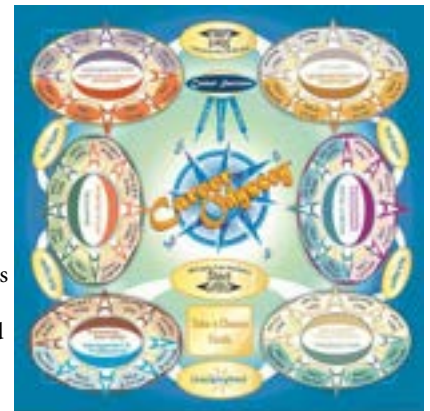
Ages 7-12. An educational board game designed to teach important concepts and practical skills for controlling anger and avoiding violence. Fred is a student who in the past has been quick to get angry and quick to try to get back at others with screaming, threats, pushing, and hitting. 2-6 players. ⚠️



Furious Fred Board Game Revised
Item #W-673 • \$59.95

Career Odyssey Board Game Revised

Ages 12+. Specifically designed to help students explore careers that may be good matches for their talents and interests. Students develop insight into their own talents and interests and then try to match them to careers. 2-6 players. ⚠️



Career Odyssey Board Game Revised
Item #W-674 • \$59.95



■ board games ■



Solution City Board Game

Ages 8-15. By playing the game, children can master each of the following problem-solving skills: Reframing, Doing Something Different, Remembering Exceptions, and Asking the Magic Question. Children learn to focus on potential solutions to problems by taking decisive action to make things right, instead of dwelling on what's wrong. 2-6 players. ⚠

Solution City Board Game
Item #W-458 • \$59.95



Puzzled? How to Solve Problems by Picturing Solutions

Ages 7+. As they work together to assemble jigsaw puzzles, players learn five problem-solving strategies: Reframe It; Do Something Different; Picture the Solution; Stop and Think; and Try Kindness. Up to 6 players. ⚠

Puzzled? How to Solve Problems by Picturing Solutions
Item #W-459 • \$59.95

Too Much, Too Little, Just Right Communication Game

Revised

Ages 5-12. This game teaches children to pay attention to tone of voice, observe body language, and note how these cues affect the message. Children assume two roles during game play: Messenger and Listener. They learn by observing others and by getting immediate feedback about their own expressive abilities. 2-8 players. ⚠



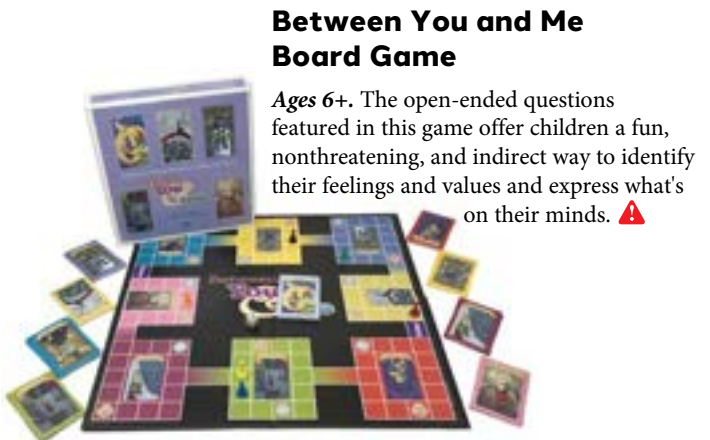
Too Much, Too Little, Just Right Communication Game Revised • Item #W-460 • \$59.95



Mumble Jumble: A Social Conversation Game

Ages 9-16. Mumble Jumble gives children and teens a chance to "practice" conversation in a safe, structured, and often hilarious way. Working in teams, players attempt to create logical conversations from sets of unordered sentences (dialogue strips). 2 players or 2 teams. ⚠

Mumble Jumble: A Social Conversation Game
Item #W-471 • \$59.95



Between You and Me Board Game

Ages 6+. The open-ended questions featured in this game offer children a fun, nonthreatening, and indirect way to identify their feelings and values and express what's on their minds. ⚠

Between You and Me Board Game
Item #W-461 • \$59.95

Common Ties: Living Together in a Multicultural World



Ages 8-12. The goal is to travel around the colorful game board, visiting seven geographic regions and answering questions posed on game cards. Appropriate answers are rewarded with tokens that players can insert in their passports. Game cards address friendship, emotions, customs, responsibilities, family traditions, holidays, favorite activities, and more. 2-4 players or teams. ⚠

Common Ties: Living Together in a Multicultural World
Item #W-470 • \$59.95



■ board games ■

Who's Responsible? Board Game

Ages 7-12. Play revolves around three sets of cards labeled: Who?, What?, and Where? As in the classic detective game Clue, one card of each type is placed in a Secret Envelope. Working together, players try to find out which cards are in the envelope. Their goal is to discover who commits a responsible act, what that act is, and where it takes place. 2-4 players. ⚠️



Who's Responsible? Board Game
Item #W-618 • \$59.95

Equipped for Life Board Game Revised

Ages 12-18. This game is designed to help children and young adults think and act responsibly. It includes more than 100 situation cards for each of two levels, grades 5-8 and grades 9-12. Topics include: daily living, education, relationships, school, community, substance abuse, employment, and after school activities. 2-6 players. ⚠️



Equipped for Life Board Game Revised
Item #W-675 • \$59.95

Rachel's Challenge Game: Start A Chain Reaction of Kindness

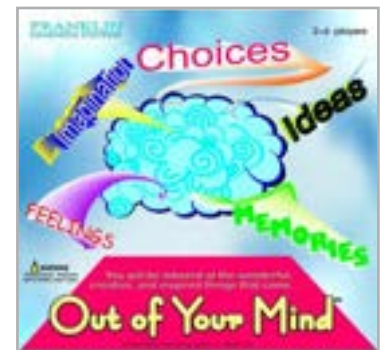
Ages 9-18. Rachel's Challenge is a series of student empowering programs and strategies that help students and adults to combat bullying and reduce feelings of isolation and despair by creating a culture of kindness and compassion. 2-5 players. ⚠️



Rachel's Challenge Game: Start A Chain Reaction of Kindness
Item #W-641 • \$59.95

Out Of Your Mind

Ages 6+. Out of Your Mind provides a safe environment where players will feel comfortable talking about their thoughts and feelings. Players will enhance their communication skills, their listening skills, and their decision making skills. 2-6 players. ⚠️



Out Of Your Mind
Item #W-644 • \$59.95

Ethics on the Job Board Game Revised Edition

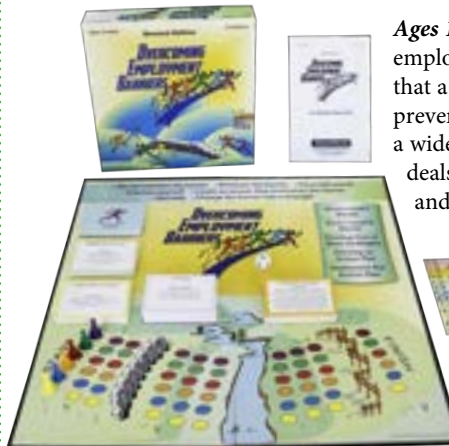
Ages 14+. Players learn standards for ethical behavior and how to discriminate ethical from unethical behavior. Ethical situations covered include relations with employers, co-workers, customers, and suppliers. Playing the game demonstrates to the students that unethical behavior can hurt other employees, the company, and themselves. 2-6 players. ⚠️



Ethics on the Job Board Game Revised Edition
Item #W-646 • \$59.95

Overcoming Employment Barriers Board Game Revised Edition

Ages 14+. Barriers to employment refer to obstacles that a person faces that would prevent him or her from landing a wide range of jobs. This game deals explicitly with prejudice and stereotypes. Overcoming Employment Barriers also fosters development of positive personal qualities and presents strategies for overcoming employment barriers. 2-6 players. ⚠️



Overcoming Employment Barriers Revised Edition • Item #W-647 • \$59.95



■ board games ■



Financial IQ Board Game Revised

Ages 14+. A new educational game designed to teach financial responsibility and literacy. Players learn everything from the differences between credit cards and debit cards to the role of collateral. 2-4 players. ⚠️

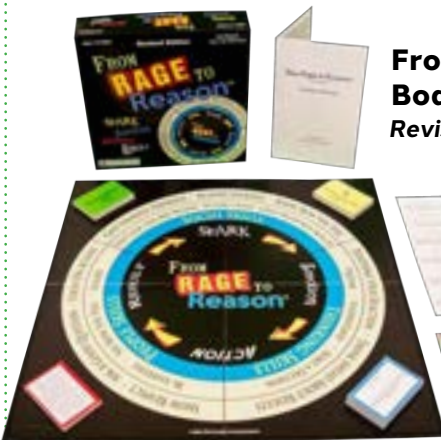
Financial IQ Board Game Revised
Item #W-648 • \$59.95

Keys to Job Success Board Game Revised

Ages 14+. A new educational game designed to give players the knowledge and skills they need to succeed on their hard-won new jobs. 2-6 players. ⚠️



Keys to Job Success Board Game Revised
Item #W-649 • \$59.95



From Rage to Reason Board Game Revised

Ages 14+. A therapeutic and educational board game designed to teach important concepts and practical skills for controlling anger and avoiding violence. 2-6 players. ⚠️

From Rage to Reason Board Game Revised
Item #W-650 • \$59.95



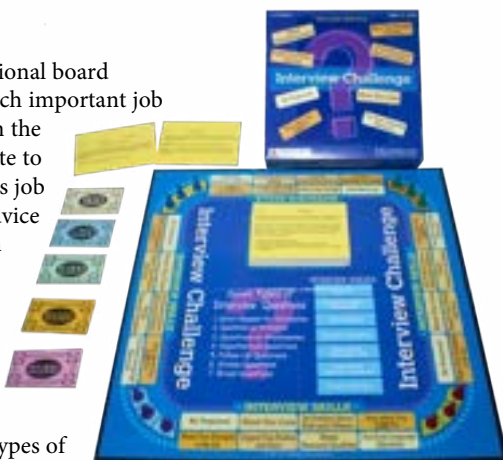
You Can't Fire the Customer Board Game

Ages 14+. Gives students the knowledge and confidence that they need in order to handle the average customer and the difficult customer. The game focuses on ten important skills and how to use them in realistic situations. 2-5 players. ⚠️

You Can't Fire the Customer
Item #W-651 • \$59.95

Interview Challenge Board Game Revised

Ages 14+. An educational board game designed to teach important job interviewing skills. In the game, players compete to give Paula, a fictitious job applicant, the best advice on how to succeed in her interview. In the process of playing the game, players learn eight vital skills for successful interviewing, as well as seven major types of questions and how to answer them. 2-6 players. ⚠️



Interview Challenge Board Game Revised
Item #W-654 • \$59.95



Boundaries Baseball Board Game

Ages 7-12. This game utilizes a baseball diamond format as a visual reminder for not going out of bounds. Players move pawns around the board to reach home plate by spinning the wheel and answering questions from the cards. 2-6 players. ⚠️

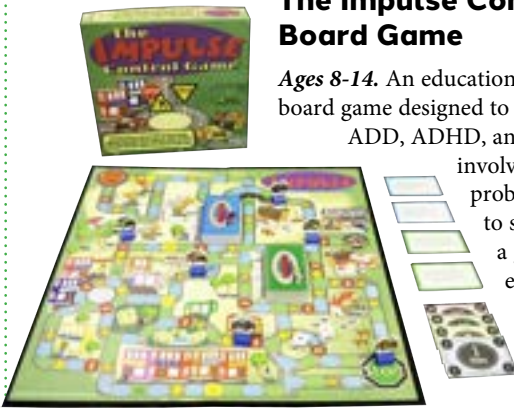
Boundaries Baseball Board Game
Item #W-659 • \$59.95



■ board games ■

The Impulse Control Board Game

Ages 8-14. An educational and therapeutic board game designed to help children with ADD, ADHD, and other conditions involving impulse control problems. Learning to stop and think is a good start, but effective control of impulses requires the acquisition of specific skills. 2-6 players. ⚠



The Impulse Control Board Game
Item #W-660 • \$59.95

Career Challenge Board Game Revised Edition

Ages 8-12. A board game specifically designed to help students explore careers that may be good matches for their talents, interests, and work preferences. Players learn important facts about many careers and are encouraged to explore careers about which they previously had no knowledge or interest. The play of the game is a lot like a quiz show. 2-6



Career Challenge Board Game Revised
Item #W-665 • \$59.95

Escape from Anger Island Board Game

Ages 6-10. This game is designed to fit easily into a counseling session and takes just 15 minutes to play. Players try to escape from Anger Island (and a pursuing dinosaur) by learning one of six anger management techniques, such as self-calming, communicating feelings, and creating compromises. 2-4 players. ⚠

A 15-Minute Counseling Board Game



Escape from Anger Island Board Game
Item #W-667 • \$59.95

Friendship Island Board Game

Ages 6-10. The play of the game has been designed so that the players cooperate and help each other as well as answer questions about friendship to win points for themselves. The game also helps shy and socially delayed students explore friendship issues that they would be hesitant to verbalize without the special supportive environment of the game. 2-5 players. ⚠



Friendship Island Board Game
Item #W-668 • \$59.95

Journey to Friendsville Board Game

A 15-Minute Counseling Board Game

Ages 6-10. This game teaches kids important social skills, including how to use humor in social situations, how to make compromises, how to keep a positive attitude, how to deal with conflicts, and how to express their feelings. 2-4 players. ⚠



Journey to Friendsville Board Game
Item #W-669 • \$59.95

Feelings Fair Board Game

Ages 6-10. Specifically designed to give students important skills for (a) recognizing feelings in themselves and others, (b) expressing feelings in a mature way, and (c) handling difficult situations that involve strong or negative feelings. 2-5 players. ⚠



Feelings Fair Board Game
Item #W-672 • \$59.95



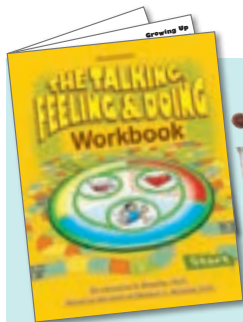
■ board games ■



**The Talking,
Feeling & Doing
Board Game** ⚠
\$59.95



**The Helping,
Sharing and Caring
Board Game** ⚠
\$59.95



2243

**The Talking,
Feeling, & Doing
Workbook**
\$29.95



67238

**The Helping, Sharing,
and Caring Workbook**
\$29.95

**The Helping,
Sharing, and Caring
Script Book**
\$26.95

340915



**The Helping,
Sharing, and Caring
Card Game**
\$25.95

349720

**The Helping,
Sharing, and Caring
Counseling Ball**
\$19.95

385057



**Talking, Feeling, & Doing
Card Games**
\$29.95 ea.

Teasing Card GameItem #2244
Good Behavior Card GameItem #2245
Anger Card GameItem #2246
Shyness Card GameItem #2247
Divorce Card GameItem #2248
Grief Card GameItem #2249
Conflict Resolution Card Game Item #2250



■ bingo games ■



Brain Bullies Bingo

Ages 6+. The purpose of this game is to have children begin to realize the most common cognitive distortions that are present in thinking. The goal then is to begin a means of discussing, disputing, and readdressing these distortions in a more productive manner for each child as well as for the children of the group as a

whole. This game can be used as a companion to the Brain Bullies Book and can be used with the Brain Bullies Card Game by the same author, or can be used independently. For 2-16 players. ⚠

Brain Bullies Bingo • Item #5071 • \$42.95



Anger Bingo Teen Version

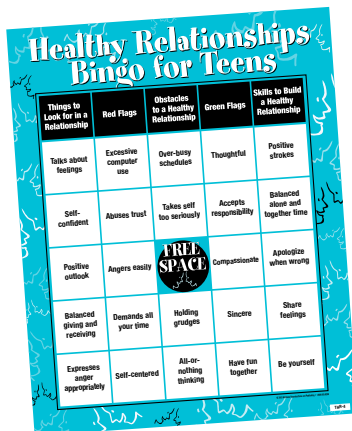
The Anger bingo game addresses five anger management areas: triggers, symptoms, causes, control, and prevention. For up to 16 players. ⚠

Anger Bingo Adult Version

This game allows participants to address anger and anger management in an engaging, educational, and non-threatening way. Topics addressed include: triggers, symptoms, causes, control and prevention. For up to 16 players. ⚠

Anger Bingo Teen Version • Item #349363 • \$42.95

Anger Bingo Adult Version • Item #350092 • \$42.95



Healthy Relationships Bingo Teen Version

Ages 12-18. Explore what to look for in a healthy relationship, obstacles to a healthy relationship, red flags, green flags, and skills to building a healthy relationship. For up to 16 players. ⚠

**Healthy Relationships Bingo Teen Version
Item #350290 • \$42.95**

Healthy Relationships Bingo Adult Version

Ages 18+. Teaches the skills needed for a healthy relationship. Topics include: Things to Look For, Red Flags, Green Flags, Obstacles, and Healthy Relationship Skills. Engaging and educational! For up to 16 players. ⚠

**Healthy Relationships Bingo Adult Version
Item #350164 • \$42.95**

Drug Prevention Bingo

Ages 12-18. Topics include why kids use drugs, recognizing drug problems, effects of drug use, and saying "no." For up to 16 players. ⚠



**Drug Prevention Bingo
Item #349954 • \$42.95**

Alcohol Prevention Bingo

Ages 12-18. Help teens learn about alcohol prevention while having fun! Each card contains a fact or idea to get the group thinking about why they should not use alcohol. For up to 16 players. ⚠



**Alcohol Prevention Bingo
Item #349381 • \$42.95**



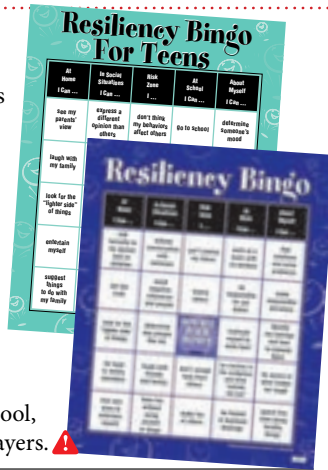
bingo games

Resiliency Bingo Teen Version

Ages 12-18. This engaging game teaches teens the skills necessary to build resilience. Help teens increase their coping skills, self-awareness, internal motivation, honesty, and trust, as they experience their own ability to be resilient. For up to 16 players. ⚠️

Resiliency Bingo Adult Version

Ages 18+. Develop and explore player's resiliency skills at home, at work, in school, and in social situations. For up to 16 players. ⚠️



Resiliency Bingo, Teen Version
Item #350149 • \$42.95

Resiliency Bingo, Adult Version
Item #350152 • \$42.95



Recovery Bingo Teen Version

Ages 12-18. Discuss recovery with teens in an engaging game format. Topics include: self-inventory, danger zones- relapse warning signs, planning for recovery, and more. For up to 16 players. ⚠️

Recovery Bingo Adult Version

Ages 18+. This game focuses on developing support, recognizing danger zones, and planning for recovery. For up to 16 players. ⚠️

Recovery Bingo, Teen Version
Item #350167 • \$42.95

Recovery Bingo, Adult Version
Item #350170 • \$42.95



Stress Bingo Teen Version

Ages 12-18. Five stress factors are examined: external stressors, internal stressors, physical stress symptoms, emotional/behavioral stress symptoms, and stress relievers. For up to 16 players. ⚠️

Stress Bingo Adult Version

Ages 18+. Explores external stressors, internal stressors, physical symptoms, emotional/behavioral systems, and stress relievers. Healthy competition and fun make this one of our best-selling games. For up to 16 players. ⚠️

Stress Bingo, Teen Version • Item #350767 • \$42.95

Stress Bingo, Adult Version • Item #350197 • \$42.95

Social Skills Bingo Teen Version

Ages 12-18. This game focuses on these important areas: positive and negative characteristics, verbal and nonverbal communication, getting along, and common interests. For up to 16 players. ⚠️

Social Skills Bingo Adult Version

Ages 18+. Improves social skills by focusing on these important areas: positive and negative characteristics, verbal and nonverbal communication, getting along, and common interests. For up to 16 players. ⚠️



Social Skills Bingo, Teen Version
Item #350788 • \$42.95

Social Skills Bingo, Adult Version
Item #350194 • \$42.95

Self-Esteem Bingo Teen Version

Ages 12-18. Using a familiar and fun game, five different areas are covered: benefits of self-esteem, self-esteem boosters, self-esteem busters, acknowledging strengths, and taking responsibility. For up to 16 players. ⚠️

Self-Esteem Bingo Adult Version

Ages 18+. This game focuses on one of the most important topics in clinics. Help players understand self-esteem boosters and busters, the benefits of self-esteem, how to acknowledge their own strengths, and how to take responsibility. For up to 16 players. ⚠️



Self-Esteem Bingo, Teen Version
Item #350770 • \$42.95

Self-Esteem Bingo, Adult Version
Item #350176 • \$42.95



Healthy Aging Bingo

This game recognizes healthy aging as an active process worthy of discussion, support, and education. Includes How to Stay Healthy As We Age handout. For up to 16 players. ⚠️

Healthy Aging Bingo • Item #350095 • \$42.95



■ bingo games ■



Smoking Prevention Bingo

Ages 12-18. Address why kids smoke, the effects of smoking, the facts about tobacco, ways to say no, and smoking prevention activities. Includes handouts, "Choosing Not to Smoke" and "Online Resources." For up to 16 players. ⚠️

Smoking Prevention Bingo
Item #350776 • \$42.95

Communication Bingo

Ages 10-14. This game will help increase communication skills, contributing to better relationships and a more positive attitude. Communication Bingo helps teens succeed in school and beyond. Students learn a variety of communication skills including active listening, the importance of "I" messages, and presenting information in a way that will be accepted. For up to 16 players. ⚠️



Communication Bingo • Item #388336 • \$42.95

Bully Prevention Bingo

Ages 10-14. This fun and interactive game will help teens identify the behaviors that constitute bullying and help them develop the attitudes and skills to prevent it. Teens will learn about the roles of the bully, target, and bystander. For up to 16 players. ⚠️

Bully Prevention Bingo
Item #388335 • \$42.95



Coping Skills Bingo

Ages 10-14. Teens are especially vulnerable to stress and anxiety. Help teens address and handle the stresses in their lives by learning easy-to-implement coping skills. For up to 16 players. ⚠️

Coping Skills Bingo
Item #388338 • \$42.95



Harassment Prevention Bingo

Ages 10-14. Stop harassment before it starts by helping teens identify the many faces of this unwanted behavior. From offhand comments to out-and-out physical intimidation, this game will help teens give voice to their concerns. For up to 16 players. ⚠️

Harassment Prevention Bingo
Item #388341 • \$42.95

Conflict Resolution Bingo

Ages 10-14. Create a classroom that is more conducive to learning when students learn conflict resolution skills. Empower students to resolve conflicts both in and out of school with the skills they will learn playing this fun-filled game. For up to 16 players. ⚠️

Conflict Resolution Bingo
Item #388339 • \$42.95



Healthy Habits Bingo

Ages 10-14. From good hygiene to opting for a drug and alcohol-free lifestyle, this engaging and familiar game will make it easy for teens to identify healthy behaviors. Includes laminated cards, chips, calling cards, reproducible handouts, and instructions. For up to 16 players. ⚠️

Healthy Habits Bingo
Item #388342 • \$42.95



The Path to Humanity Bingo

Ages 12-18. Encourages teens to live a life of kindness, generosity, love and acceptance. Will help your students and clients learn more about themselves while enhancing their virtue and character. Great tool for counselors, social workers, therapists and other helping professionals. ⚠️


The Path to Humanity Bingo
Item #5003 • \$42.95



■ bingo games ■



Emotional Bingo for Teens

Emotional Bingo not only helps children learn to recognize various feelings, it also teaches empathy—a trait associated with lower incidence of violent behavior. Game rules provide opportunities for children to discuss their own feelings and to respond emphatically to the feelings of others. 




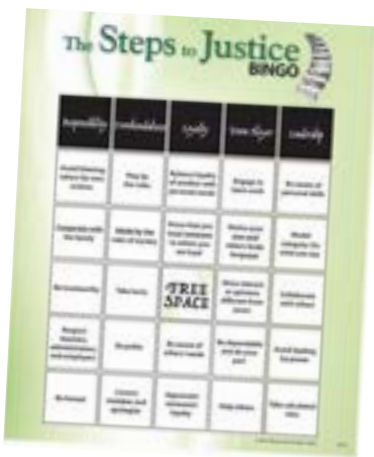
Emotional Bingo for Children

Emotional Bingo for Teens • Item #W-335 • \$42.95


Emotional Bingo for Children • Item #W-334 • \$42.95

The Steps to Justice Bingo

Ages 12-18. This game will assist teens in building the personal character of living a just and fair life, while having fun playing BINGO! 



The Road to Courage Bingo

Ages 12-18. Assist teens in building the personal character of courage, while having fun playing BINGO! This game can be used as a standalone activity, or along with The Road to Courage Teen Workbook. 




The Steps to Justice Bingo
Item #5013 • \$42.95

The Road to Courage Bingo
Item #5008 • \$42.95




The Journey to Transcendence Bingo

Ages 12-18. The Journey to Transcendence Teen Bingo Game will assist teens in building the personal character of transcendence, while having fun playing BINGO! Five Categories on the Bingo Cards represent these Transcendence Virtues: Appreciation of Natural Beauty • Gratitude • Hope • Humor • Spirituality. 



The Search for Wisdom Bingo

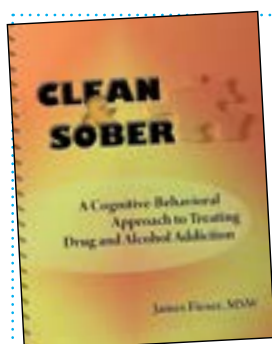
Ages 12-18. The Search for Wisdom Teen Bingo Game will assist teens in building the personal character of wisdom, while having fun playing BINGO! These Five Wisdom Virtues are represented in the game: Creative • Curious • Open-Minded • Perceptive • Love of Learning. This game can be used as a standalone activity, or along with The Search for Wisdom Teen Workbook." 

The Journey to Transcendence Bingo
Item #5023 • \$42.95

The Search for Wisdom Bingo
Item #5018 • \$42.95



books



Clean & Sober

This book provides a rich source of material for drug/alcohol counselors to start conversations with groups or individuals that will lead to exciting change in thinking, attitudes, and beliefs about lifestyles and behaviors. It targets traditional drug/alcohol treatment subjects like triggers and relapse prevention, plus anti-social aspects of substance abuse.

Clean & Sober • Item #1051 • \$49.95



Growing Great Girls: A Gender Responsive Life Skills Curriculum

Ages 12-18. The 30-Window Box Life Skills Curriculum focuses on decision-making skills, social resilience, critical thinking skills, emotional knowledge, self-discovery and practical skills across six developmental domains. These domains include physical, sexual, emotional, relational, intellectual, and spiritual.

Growing Great Girls • Item #1318 • \$49.95

BOOK + WORKBOOK

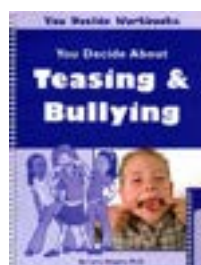


Coping With Loss

Ages 7-10. The workbook, by Karen Schader, is designed to help children learn twelve techniques to cope with loss, with the support of a caring adult. These techniques are commonly used in treatment programs for children who have experienced a loss that significantly affects them.



Coping With Loss • Item #1114 • \$39.95

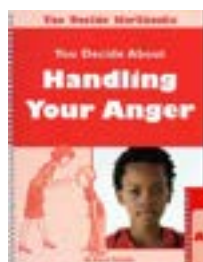


Teasing & Bullying

Ages 7-10. The techniques in this workbook will not only help children deal with teasing and bullying but will also help them develop social skills that will lead to better friendships.



Teasing & Bullying • Item #1117 • \$39.95

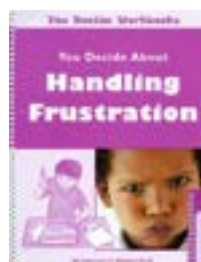


Handling Your Anger

Ages 7-10. The workbook, by Karen Schader, is designed to help children learn twelve techniques to deal with anger, with the support of a caring adult.



Handling Your Anger • Item #1115 • \$39.95



Handling Frustration

Ages 7-10. As children learn to more effectively cope with frustration, both their schoolwork and interpersonal relationships will improve.



Handling Frustration • Item #1118 • \$39.95



Dealing With Fears

Ages 7-10. The workbook is designed to help children learn twelve techniques to deal with their fears and anxieties, with the support of a caring adult.



Dealing With Fears • Item #1116 • \$39.95



Coping With Divorce

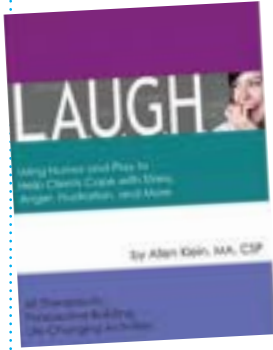
Ages 7-10. The workbook, by Lawrence E. Shapiro, Ph.D., is designed to help children learn twelve techniques to cope with the stress of divorce. It takes a long time for children to adjust to their parents' divorce, and it is not usually a smooth road. But the more opportunities children have to express and understand their feelings, the easier this transition will be.



Coping With Divorce • Item #1119 • \$39.95



■ books ■



L.A.U.G.H. **Using Humor and Play to Help** **Clients Cope with Stress, Anger,** **Frustration, and more**

by Allen Klein, MA, CSP

This book provides therapists and counselors with sixty easy-to-use and effective activities to help clients let go of negative thoughts and behavior, alter their attitude, and find more humor in both their specific situation and in their life in general.

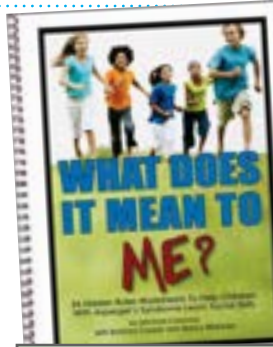
L.A.U.G.H. • Item #1495 • \$49.95



Sing Song Yoga Program

Ages 3+. This innovative children's yoga program uses songs to teach the poses. Each pose has its own song. The original lyrics, set to the tune of traditional children's songs, teach the children how to get into each pose. The children learn the songs which supports them in moving through the poses in class and at home. Includes a 44 minute DVD, 102 Page Teacher's Guide.

Sing Song Yoga Program • Item #1895 • \$49.95



What Does It Mean to Me? **24 Hidden Rules Worksheets to** **Help Children with Asperger's** **Syndrome Learn Social Skills**

Ages 7-12. This action-packed book is filled with worksheets and activities that introduce and reinforce 24 unwritten but important social rules.

What Does It Mean to Me? • Item #1620 • \$29.95

Let's Talk About Being in Special Ed.

A must read for every
special education student!

Ages 7-12. This easy-to-read book allows parents, teachers, and students to demystify special education. It allows students to see special education as a tool to their success rather than a stigma. It increases the likelihood of their being successful in school and comfortable with themselves and their peers.



Let's Talk About Being in Special Ed.
Item #1896 • \$12.95

The Quiet Mind Series

Photo-based, therapeutic activities for Adults, Teens, and Children



Volume One: Reducing Anxiety

Provides activities to resolve anxiety, including overcoming fears, decreasing feelings of apprehension, learning to relax, reducing triggers, and building an inner safety and calm.

Volume Two: Harnessing ADD/ADHD

Offers an innovative combination of photographs linked to activities to learn to strengthen focus and attention span, increase levels of frustration tolerance, clear away internal and external distractions, learn to more easily calm down, and gain better control over emotions and impulsivity.

Volume Three: Resolving Grief

A compassionate guide for anyone who has experienced a loss. The photographs are linked to exercises and visualizations that aid in the process of healing grief, promoting resiliency, as well as offering strategies to help alleviate and resolve the pain of loss.

Volume Four: Increasing Self-Esteem

Based on the premise that low self-esteem can be unlearned. Photographs used as visual cues are linked to activities that enhance self-confidence and promote a more positive self-image.

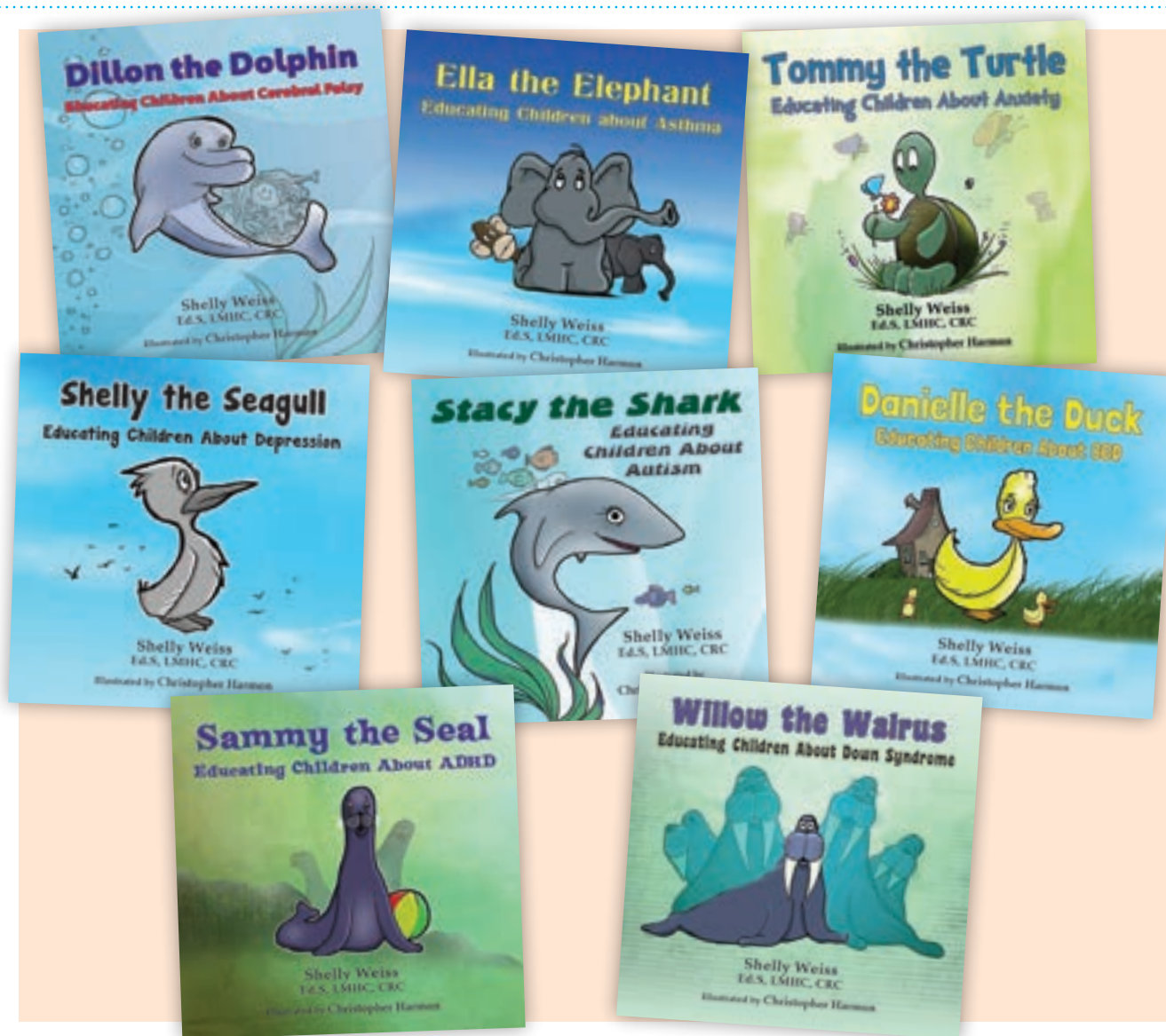
Volume Five: Dealing With Addictions

An essential handbook for anyone who is in the recovery process or working with someone battling addictions. Photographs are used as visual reminders linked with activities to help diminish addictive behaviors, as well as offering strategies to sustain a more balanced life.

Vol. 1: Reducing Anxiety	Item #1516 • \$39.95
Vol. 2: Harnessing ADD/ADHD	Item #1517 • \$39.95
Vol. 3: Resolving Grief	Item #1782 • \$39.95
Vol. 4: Increasing Self-Esteem	Item #1783 • \$39.95
Vol. 5: Dealing With Addictions	Item #1784 • \$39.95



■ books ■



Ages 4-8. These stories are written using kid-friendly language in hopes of demystifying perceived differences to readers so they can comfortably and freely interact with others who are unlike themselves without fearing the unknown. 16-pages each.

Dillon the Dolphin, Educating Children About Cerebral Palsy	Item #2025 • \$9.95
Ella the Elephant, Educating Children About Asthma	Item #2026 • \$9.95
Tommy the Turtle, Educating Children About Anxiety	Item #2027 • \$9.95
Shelly the Seagull, Educating Children About Depression	Item #2028 • \$9.95
Stacy the Shark, Educating Children About Autism	Item #2029 • \$9.95
Danielle the Duck, Educating Children About OCD	Item #2030 • \$9.95
Sammy the Seal, Educating Children About ADHD	Item #2031 • \$9.95
Willow the Walrus, Educating Children About Down Syndrome	Item #2032 • \$9.95



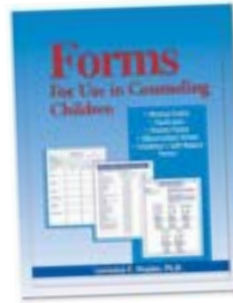
■ books ■



Sometimes I Like to Fight, But I Don't Do It Much Anymore

This book is designed to be read by children with similar problems, to help them see that there are ways that they can learn to understand their anger and redirect their need to fight about everything and with everybody.

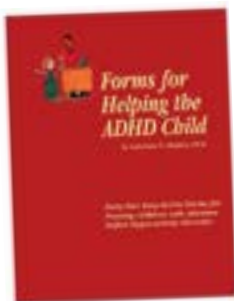
Sometimes I Like to Fight, But I Don't Do It Much Anymore • Item #367043 • \$19.95



Forms For Use in Counseling Children

This book features a variety of reproducible forms such as: Behavioral Contracts, Values Profile, Assertiveness Training Chart, The Parent Cooperativeness Rating Scale, Joint Custody Checklist, The Children's Stress Scale, Blank Treatment Plans, a Form for Techniques in a Multi-Modal Therapy Plan, and a Play Observation Checklist.

**Forms For Use in Counseling Children
Item #61546 • \$39.95**



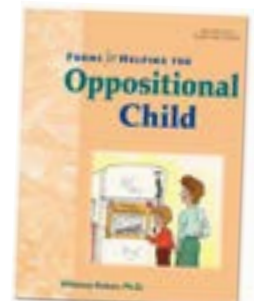
Forms for Helping the ADHD Child

Forms, charts, and checklists for treating children with attention deficit hyperactivity disorder cover a wide range of approaches.

**Forms for Helping the ADHD Child
Item #61538 • \$39.95**

Forms for Helping the Oppositional Child

This book features reproducible forms to be used by clinicians during treatment with oppositional children. It is full of checklists, charts, and activities to aid intake, treatment, and monitoring progress.



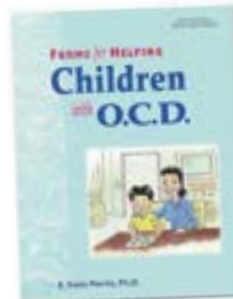
**Forms for Helping the Oppositional Child
Item #61548 • \$39.95**

Forms for Helping the Socially Fearful Child

The forms in this book are designed to help in the entire treatment process: from assessing symptoms to implementing techniques, from developing therapeutic homework to assessing progress.



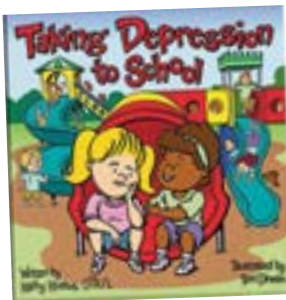
**Forms for Helping the Socially Fearful Child
Item #61540 • \$39.95**



Forms for Helping Children with O.C.D.

Featuring reproducible forms to be used by clinicians during treatment with children with OCD, this volume focuses on parent and child psychoeducation, targeting OCD symptoms, and building hierarchies.

**Forms for Helping Children with O.C.D.
Item #61549 • \$39.95**



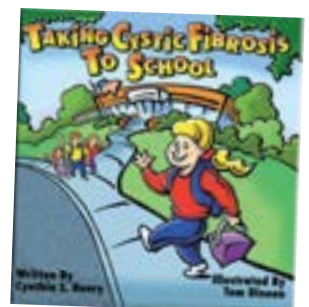
Taking Depression to School

Ages 4-9. This beautifully illustrated and fun-to-read storybook tells the story of Emily, a kid living with depression. When read aloud, other children can start to identify why a peer with depression may be treated differently and begin to empathize with the peer.

**Taking Depression to School
Item #365470 • \$12.95**

Taking Cystic Fibrosis to School

Ages 4-9. This beautifully illustrated and fun-to-read storybook tells the story of Jessie, a kid living with cystic fibrosis. When read aloud, other children can start to identify why a peer with cystic fibrosis may be treated differently and begin to empathize with the peer.



**Taking Cystic Fibrosis to School
Item #365464 • \$12.95**



books



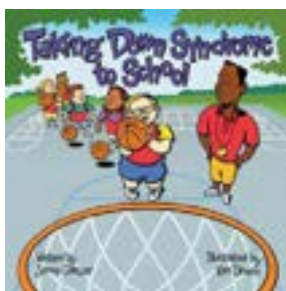
Taking Cerebral Palsy to School

Ages 4-9. Children, teachers, school nurses, parents, and caregivers will learn about what cerebral palsy is, the different kinds of cerebral palsy, and special equipment that is available to help kids with cerebral palsy. This book also includes an experiment that allows children without cerebral palsy to experience what the condition may feel like.

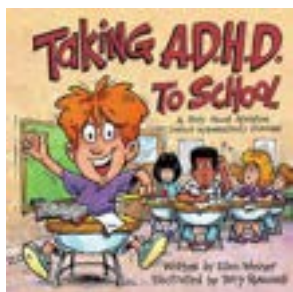
Taking Cerebral Palsy to School
Item #24588 • \$12.95

Taking Down Syndrome to School

Ages 4-9. When read aloud, other children can start to identify why a peer with Down Syndrome may be treated differently and begin to empathize with the peer. In addition, children with Down Syndrome or children who have conditions that set them apart as being different begin to feel accepted and safe.



Taking Down Syndrome to School
Item #24590 • \$12.95



Taking A.D.H.D. to School

Ages 4-9. When read aloud, other children can start to identify why a peer with A.D.H.D. may be treated differently and begin to empathize with the peer. In addition, children with A.D.H.D. or children who have conditions that set them apart as being different begin to feel accepted and safe.

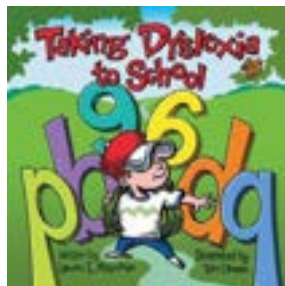
Taking A.D.H.D. to School
Item #24593 • \$12.95

Taking Autism to School

Ages 4-9. This book educates children about autism, a complex and often misunderstood condition. The story describes what life is like for a child with autism. When read aloud, other children can start to identify why a peer with Autism may be treated differently and begin to empathize with the peer.



Taking Autism to School
Item #24594 • \$12.95



Taking Dyslexia to School

Ages 4-9. This beautifully illustrated and fun-to-read storybook tells the story of Matt, a kid living with dyslexia. When read aloud, other children can start to identify why a peer with dyslexia may be treated differently and begin to empathize with the peer.

Taking Dyslexia to School
Item #24597 • \$12.95

Taking Hearing Impairment to School

Ages 4-9. This beautifully illustrated and fun-to-read storybook tells the story of Jacob, a kid living with a hearing impairment. Through Jacob's story, readers learn about sign language, interpreters, hearing aids and speech therapy for kids with hearing impairments. When read aloud, other children can start to identify why a peer with a hearing impairment may be treated differently and begin to empathize with the peer.



Taking Hearing Impairment to School
Item #24599 • \$12.95



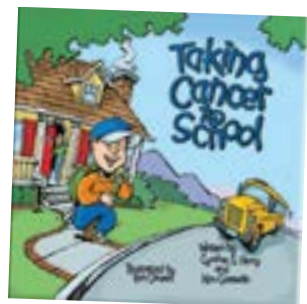
Taking Speech Disorders to School

Ages 4-9. Michael's story helps kids understand the cause and effects of his disorder and how speech therapy helps him communicate more clearly. In addition, children with a speech disorder or children who have conditions that set them apart as being different begin to feel accepted and safe.

Taking Speech Disorders to School
Item #24600 • \$12.95

Taking Cancer to School

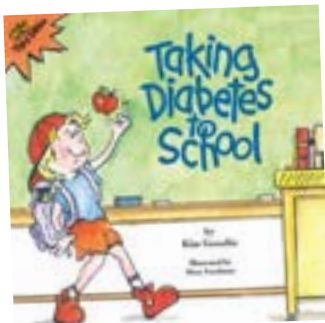
Ages 4-9. This beautifully illustrated and fun-to-read storybook tells the story of Max, a kid living with cancer. This straightforward story may help to alleviate some of the concern that accompanies the diagnosis of childhood cancer.



Taking Cancer to School • Item #365461 • \$12.95



books



Taking Diabetes to School, Third Edition

Ages 4-9. When read aloud, other children can start to identify why a peer with diabetes may be treated differently and begin to empathize with the peer. In addition, children with diabetes or children who have conditions that set them apart as being different begin to feel accepted and safe.

Taking Diabetes to School, Third Edition
Item #350819 • \$12.95

Taking Seizure Disorders to School

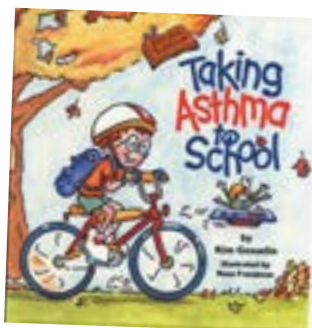
Ages 4-9. This book is part of The Special Kids in School Series and is a must-have for every counselor, teacher, school nurse, parent, or caregiver. This beautifully illustrated and fun-to-read storybook tells the story of Jaime, a kid living with a seizure disorder.



Taking Seizure Disorders to School
Item #350840 • \$12.95

Taking Asthma to School

Ages 4-9. This beautifully illustrated and fun-to-read storybook tells the story of Justin, a kid living with asthma. He describes what it is like to have asthma, what happens during an asthma attack, and how his asthma can be treated and controlled.



Taking Asthma to School • Item #350825 • \$12.95



Taking Tourette Syndrome to School

Ages 4-9. This beautifully illustrated and fun-to-read storybook tells the story of Megan, a kid living with Tourette Syndrome. When read aloud, other children can start to identify why a peer with Tourette Syndrome may be treated differently and begin to empathize with the peer.

Taking Tourette Syndrome to School
Item #350867 • \$12.95



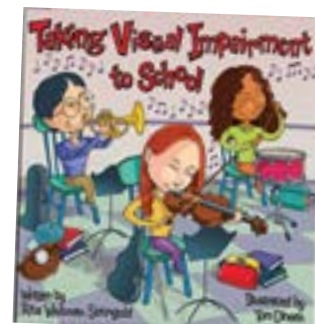
Taking Food Allergies to School

Ages 4-9. This beautifully illustrated and fun-to-read storybook tells the story of Jeffrey, a kid living with food allergies. When read aloud, other children can start to identify why a peer with food allergies may be treated differently and begin to empathize with the peer.

Taking Food Allergies to School
Item #350837 • \$12.95

Taking Visual Impairment to School

Ages 4-9. This book tells the story of Lisa, a kid living with a visual impairment. Lisa, who is visually impaired, explains how she finds her way around school, knows where her clothes are in her closet, and even plays baseball. In addition, children with a visual impairment or children who have conditions that set them apart as being different begin to feel accepted and safe.



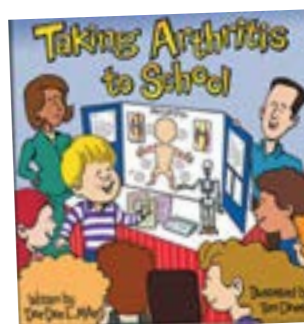
Taking Visual Impairment to School
Item #350933 • \$12.95

Taking Weight Problems to School

Ages 4-9. This beautifully illustrated and fun-to-read storybook tells the story of Tina, a kid living with a weight problem. Tina, a young girl who feels left out at school because she is overweight. She shares her feelings about her weight problem with readers.



Taking Weight Problems to School
Item #350885 • \$12.95



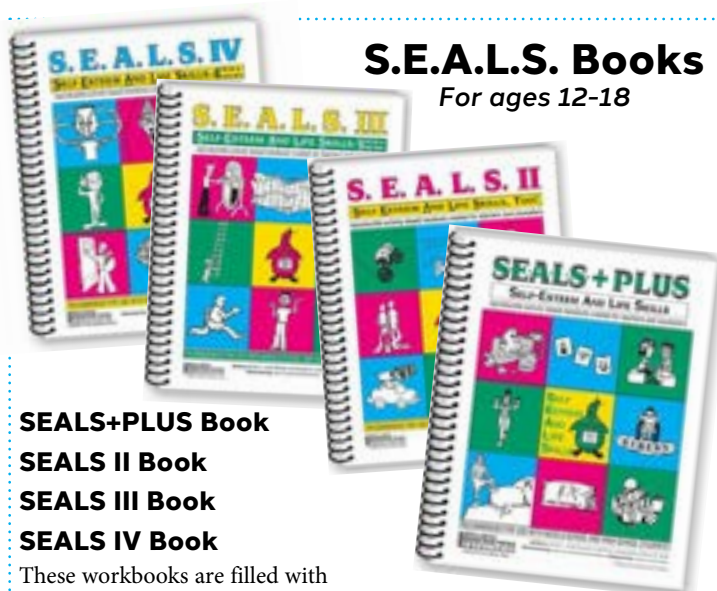
Taking Arthritis to School

Ages 4-9. Each book includes a Kids' Quiz to reinforce new information and Ten Tips for Teachers to provide additional facts and ideas for teacher use. Eric's story helps other children realize that, despite his arthritis, he loves being a Cub Scout, riding his bike, and being like all the other children.

Taking Arthritis to School
Item #365455 • \$12.95



books



S.E.A.L.S. Books

For ages 12-18

SEALS+PLUS Book

SEALS II Book

SEALS III Book

SEALS IV Book

These workbooks are filled with reproducible activity-based handouts with age-appropriate language, graphics, and illustrations intended to help middle and high school students achieve increased self-esteem and learn important life lessons. Each handout has an instructions sheet outlining the purpose and how to use it with teens.

SEALS+PLUS Book.. Item #338113 • \$59.95

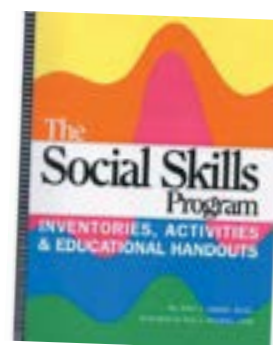
SEALS II Book..... Item #364255 • \$59.95

SEALS III Book Item #364258 • \$59.95

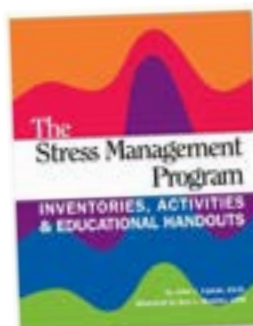
SEALS IV Book Item #338116 • \$59.95

The Social Skills Program Book

This book focuses on such social skills as effective communication, conflict resolution styles, interpersonal styles, social risk-taking, and social support. Each section has a self-assessment and pre- and post-tests with scoring directions.



**The Social Skills Program Book
Item #72161 • \$49.95**



The Stress Management Program Book

This spiral bound volume includes 5 modules in 5 relevant topics: Coping with Stress, Healthy Lifestyle, Level of Stress, Resilient Personality, and Time Management.

**The Stress Management Program Book
Item #72161 • \$49.95**

Life Management Skills I

These books are filled with fun, innovative, and informative reproducible activity handouts organized in a logical manner, designed for specific well-defined purposes, and are activity-based, allowing for extensive client involvement.

Life Management Skills II

Topics in this book include anger management, communication: verbal and nonverbal, coping skills, parenting, steps to recovery, grief/loss, stress management, and more.

Life Management Skills III

Topics in this book include body image, conflict resolution, creative expression, healthy living, job readiness, relationships, social skills, and more.

Life Management Skills IV

Topics in this book include coping with serious mental illness, home management, journalizing, parenting, responsibility, job readiness, activities of daily living, values, and more.

Life Management Skills V

Topics in this book include abuse, aging, grief, making changes, positive attitude, recovery, self-expression, and more.

Life Management Skills VI

Topics in this book include anxiety/fear, goal setting, independent living skills, expressive therapy, healthy living, interpersonal skills, positive outlook, and more.

Life Management Skills VII

Topics in this book include emotions, anxiety, coping skills, money management, relapse prevention, self-esteem, skill development, time management, and more.

Life Management Skills VIII

Topics in this book include communication, coping & recovery skills, grief/loss, living with mental illness, physical health, stress management, substance abuse recovery, and more.

Life Management Skills Activity Books I-VIII



Life Management Skills I Item #350359 • \$49.95

Life Management Skills II..... Item #350362 • \$49.95

Life Management Skills III.....Item #350368 • \$49.95

Life Management Skills IV Item #350329 • \$49.95

Life Management Skills V..... Item #350332 • \$49.95

Life Management Skills VI Item #350335 • \$49.95

Life Management Skills VII Item #350338 • \$49.95

Life Management Skills VIII.....Item #350341 • \$49.95



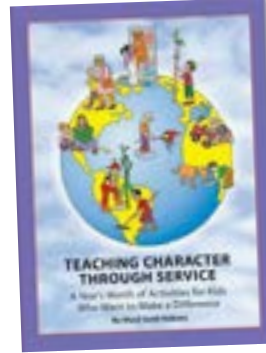
books



Smoking Stinks

Ages 8-12. The story stresses the importance of never using tobacco products and the dangers of passive smoke. Reviewed positively by the American Cancer Society, American Lung Association, and many other health professionals.

Smoking Stinks • Item #350779 • \$18.95



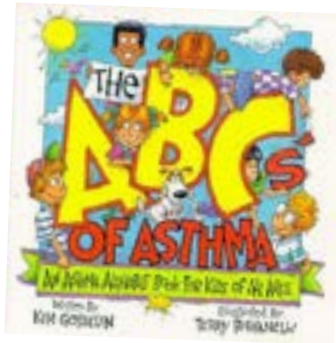
Teaching Character Through Service Book

Ages 10-14. In the act of giving to others, students develop the qualities of empathy, honesty, and perseverance. Build the important traits found in good character with these great service suggestions.

**Teaching Character Through Service Book
Item #350812 • \$39.95**

The ABC's of Asthma

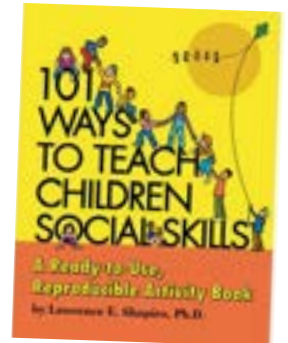
Ages 4+. This book matches each letter of the alphabet with corresponding words associated with asthma. It explains what asthma is, things that trigger asthma episodes, and items used in treatment.



The ABC's of Asthma • Item #350780 • \$11.95

101 Ways to Teach Children Social Skills Book

Ages 8-12. Topics include: communicating, expressing your feelings, caring about yourself and others, problem solving, listening, standing up for yourself, and understanding and managing conflict.



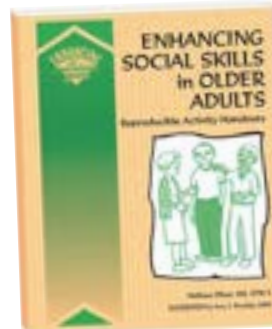
**101 Ways to Teach Children Social Skills Book
Item #350809 • \$39.95**



Sportercise

Justin and Ashley's team compete in a school athletic event. They learn that even though they have asthma, they can still participate and that proper medication can prevent exercise-induced asthma.

Sportercise • Item #350801 • \$12.95



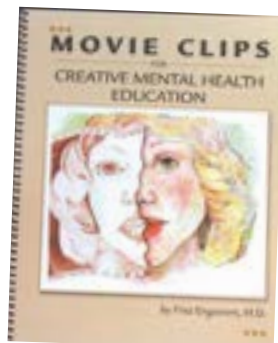
Enhancing Social Skills in Older Adults Book

This book, enhancing the senior years, is chock full of reproducible activity handouts exploring a variety of social skills such as: Communication, Self-Awareness, Tough Topics, Respect and Dignity, Staying Alive, and Tried and True Social Activities.

**Enhancing Social Skills in Older Adults Book
Item #351035 • \$39.95**

Movie Clips for Creative Mental Health Education

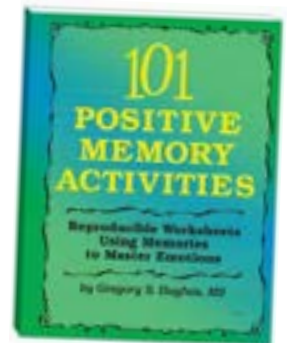
This innovative volume presents a wealth of information to the educator/clinician who wants to use movie clips as a teaching tool on issues about mental health. Specially chosen clips are recommended based on their portrayal of the issues, dramatic feel, acting styles, and brevity in getting the point across. Does not include actual videos or DVDs.



**Movie Clips for Creative Mental Health Education
Item #351059 • \$49.95**

101 Positive Memory Activities: Using Memories to Master Emotions Book

Ages 18+. This book is aimed at retrieving specific positive memories from the past with open-ended questions, which in turn will result in a heightened sense of well being and positive behaviors. At the core of the book's foundation is the theory that positive thoughts elicit feelings that will result in positive behaviors.



101 Positive Memory Activities: Using Memories to Master Emotions Book • Item #351047 • \$39.95



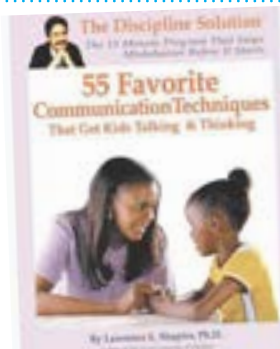
books



55 Favorite Healing Activities for Children

Ages 6-12. The book includes a wide variety of techniques and comes with three different card games and a mini-board game.

55 Favorite Healing Activities for Children
Item #63003 • \$39.95



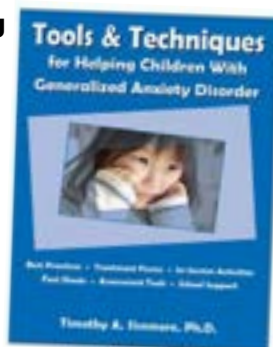
55 Favorite Communication Techniques That Get Kids Talking & Thinking

Ages 4-10. This book is divided into four sections describing proven techniques that help children "open up" about their feelings, including: 150 Conversation Cards, reproducible writing activities, and "talking rituals" to help make emotional communication a daily habit.

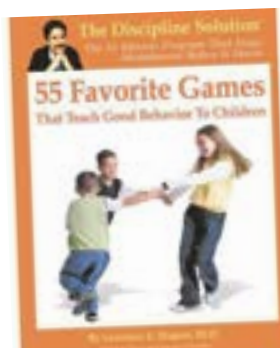
55 Favorite Communication Techniques That Get Kids Talking & Thinking • Item #63001 • \$39.95

Tools & Techniques for Helping Children with Generalized Anxiety Disorder Book

Ages 5-10. Beginning with an informative review of this disorder, this book offers a comprehensive collection of forms and handouts for use by clinicians, parents, and teachers. Forms include: Guidelines for Medication, Exposure Hierarchy, Problem-Solving Skills, Self-Monitoring Forms, and more.



Tools & Techniques for Helping Children with Generalized Anxiety Disorder Book
Item #63039 • \$39.95



55 Favorite Games That Teach Good Behavior to Children

Ages 4-10. The games in this book are a great way to help children develop their emotional, social and behavioral skills through their natural language of play. Fun games teach children to respect rules, be more cooperative with adults, and become more caring people.

55 Favorite Games That Teach Good Behavior to Children • Item #63002 • \$39.95



How I Learned to Control My Temper Storybook/Workbook

Ages 6-12. These reproducible and fun exercises teach children how to identify when they are angry; how to cope with angry feelings; to be assertive instead of aggressive; and much more!

How I Learned to Control My Temper Book
Item #63512 • \$29.95



55 Favorite Motivational Techniques That Make it Fun to be Good

Ages 4-10. The tough job of motivating children to change their behavior just got easier. This book explores dozens of ways to motivate change in even the most resistant children. The ready-to-use positive behavioral programs in this book are based on tried and true psychological principles - and they're fun!

55 Favorite Motivational Techniques That Make it Fun to be Good • Item #63004 • \$39.95

Crossing the Bridge Book

Ages 14+. This interactive guide in self-discovery uses a cognitive-behavioral approach for developing self-esteem, improving relationships, and achieving life balance.



Crossing the Bridge Book • Item #71031 • \$39.95



55 Favorite Stories & Storytelling Techniques Book That Teach the Importance of Good Behavior

Ages 4-10. This first-of-its-kind book contains 40 "positive discipline stories" that cover such topics as the importance of following rules, controlling anger, dealing with teasing, and much more.

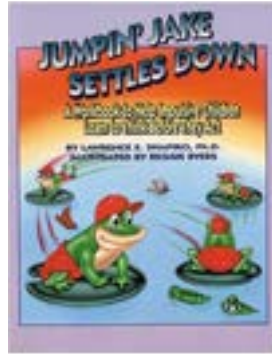
55 Favorite Stories & Storytelling Techniques Book That Teach the Importance of Good Behavior
Item #63005 • \$39.95



■ books ■

Jumpin' Jake Settles Down Workbook

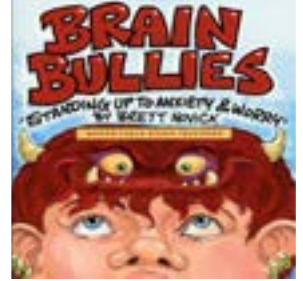
Ages 5-10. This hilariously illustrated story and activity book tells how Jake changed from an "itchin' kind of frog" to a "responsible-thinkin' kind of frog." Through dozens of games and activities, Jumpin' Jake learns to solve problems, make better decisions, think of others, and understand the consequences of his behavior.



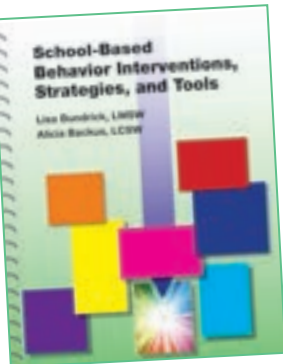
Jumpin' Jake Settles Down Book
Item #61539 • \$29.95

Brain Bullies: Standing Up To Anxiety & Worry

Ages 5-11. This engaging book is a valuable resource for children to recognize that negative thoughts are much like having a bully living inside your brain. Brain Bullies introduces children to positive self-talk strategies they can use to drown out irrational thoughts and face their fears.



Brain Bullies: Standing Up To Anxiety & Worry
Item #5048 • \$14.95



School-Based Behavior Interventions, Strategies, and Tools Book

Ages 5-18. Provides teachers, school social workers, psychologists, and counselors with information on mental health and behavior and practical interventions to help students succeed.

School-Based Behavior Interventions, Strategies, and Tools Book • Item #2141 • \$39.95



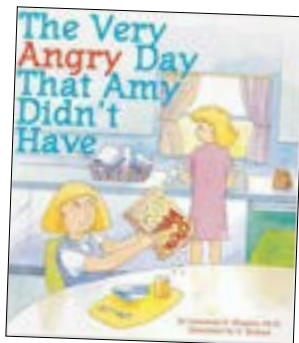
Kelly Bear Feelings Bilingual Book

Ages 3-9. After reading each question, children respond as though they are conversing with Kelly Bear, so it is easier for them to speak openly. When the adult listens carefully and repeats what the child says, the child feels valued and accepted. The resulting adult-child communication and bonding fosters the child's self-confidence.

Kelly Bear Feelings Bilingual Book
Item #2208 • \$5.95

The Very Angry Day That Amy Didn't Have

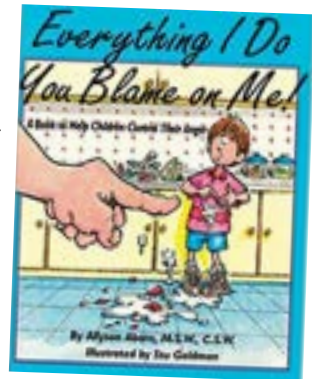
Ages 4-10. Margaret and Amy are two girls in the same class who are coincidentally both having a very difficult day. While Amy finds ways to solve the various problems she encounters, Margaret always makes things worse by her reactions. This simple but poignant book is an excellent tool to help young children learn alternatives to getting angry.



The Very Angry Day That Amy Didn't Have
Item #367049 • \$14.95

Everything I Do You Blame on Me

Ages 4-10. In the first part of this "double book," children follow progress of a boy named Eddie and learn some of the most effective techniques available to help children control and transform their anger. In the second book, children practice their own decision-making skills as they choose their own resolutions to the conflicts experienced by a boy having common difficulties with his family.



Everything I Do You Blame on Me
Item #367052 • \$19.95



Every Time I Blow My Top I Lose My Head

Ages 4-10. Children learn different ways to handle stress and angry feelings, and experience the relief that comes with learning to relax. Includes a parent's guide to reducing stress in the home.

Every Time I Blow My Top I Lose My Head
Item #367055 • \$19.95



Sometimes I Drive My Mom Crazy But I Know She's Crazy About Me

Ages 5-10. This book tells the heart-warming and amazing story of a boy who has developed a sense of self-worth by learning to deal with his problems through the help of the adults who care for and about him. Features behavior programs, educational management, medication information, and more.

Sometimes I Drive My Mom Crazy But I Know She's Crazy About Me • Item #367064 • \$19.95



books

Sometimes I Worry Too Much, But Now I Know How to Stop

Ages 5-10. This sensitively written book helps children cope with their predisposition toward excessive worry, and will help prevent more serious anxiety disorders. The book tells the story of Anna, whose father calls her the "What If Kid" because she worries about everything, big or small.



Sometimes I Worry Too Much, But Now I Know How to Stop • Item #367070 • \$19.95



Sometimes I Don't Like to Talk But Sometimes I Can't Keep Quiet

Ages 5-10. This is an engaging story about Emmy, who is quiet as a mouse in school. In fact, the other children call her little mouse, a name that only makes her feel worse. Emmy thinks that everyone is mad at her for being so quiet, until a counselor helps her parents and teacher understand that Emmy needs gentle encouragement, not sarcasm or teasing.

Sometimes I Don't Like to Talk But Sometimes I Can't Keep Quiet • Item #367073 • \$19.95



My Listening Friend

Ages 5-11. The child in the story is referred for counseling because of his behavioral problems, and although he doesn't want to see the counselor, he quickly learns the value of having a special listening friend. It shows children how talking to a caring, concerned professional can help them work through their problems and feel better.

My Listening Friend • Item #367091 • \$14.95

Sometimes I Get Sad But Now I Know What Makes Me Happy

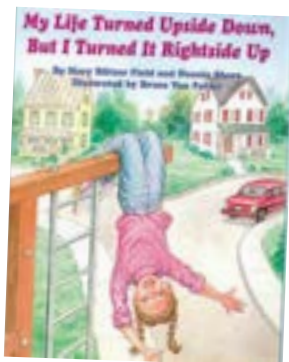
Ages 5-10. Sara's parents have moved to a new neighborhood, and she has trouble adjusting to her new school. Her grandmother has become ill and moved into her home. Now, her mother seems to be preoccupied much of the time and is giving Sara less attention. Like many children, Sara just can't seem to cope with all of these problems at once.



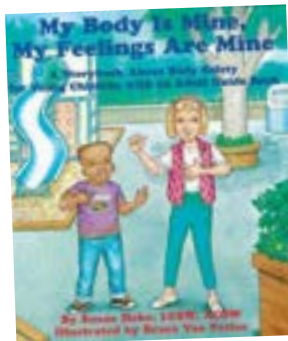
Sometimes I Get Sad • Item #367094 • \$19.95

My Life Turned Upside Down, But I Turned It Right-side Up

Ages 4-10. This book is a self-esteem book about dealing with shared custody. This "upside down" book tells the story of a young girl and how she handles the challenges of living in two places. On every other page, she tells us about a problem she had, and when the reader flips the book over, the next page tells how she solved the problem.



My Life Turned Upside Down, But I Turned It Right-side Up • Item #367097 • \$19.95



My Body Is Mine, My Feelings Are Mine: A Storybook About Body Safety for Young Children with an Adult Guidebook.

Ages 4-9. This is an engaging book for young children to teach them important information about protecting themselves from the possibility of sexual abuse.

My Body Is Mine, My Feelings Are Mine Item #367100 • \$19.95



My Best Friend is Me!

Ages 4-10. This book tells the delightful story of a hippo who learns to depend on himself to face a variety of life's challenges.

My Best Friend is Me! • Item #367103 • \$14.95

Sometimes I Feel Like I Don't Have Any Friends But Not So Much Anymore

Ages 5-10. In this book, Mark finds that his inability to make friends has made him isolated and lonely. It is not so much that he doesn't have the desire to make friends, but rather that he doesn't have the skills. With the help of his parents and friends, Mark learns the importance of good listening, good manners, and cooperation.



Sometimes I Feel Like I Don't Have Any Friends Item #367106 • \$19.95



■ books ■

The Bear Who Lost His Sleep, Book & Stuffed Animal

Ages 4-8. Benjamin Bear worried so much that he couldn't fall asleep when it was time to hibernate for winter. He learns how reasoning things out can help reduce anxiety. ⚠️



**The Bear Who Lost His Sleep
Book & Stuffed Animal • Item #382443 • \$19.95**
Book Only • Item #367088 • \$14.95
Stuffed Animal Only • #352499 • \$7.00

The Chimp Who Lost Her Chatter, Book & Stuffed Animal

Ages 4-8. Painfully shy, Charlotte rarely speaks. With the help of a counselor and meetings of The Friendship Club she learns the 4 R's to over-coming shyness: Reason, Reassurance, Relaxation, and Role-Playing. ⚠️



**The Chimp Who Lost Her Chatter
Book & Stuffed Animal • Item #382444 • \$19.95**
Book Only • Item #367109 • \$14.95
Stuffed Animal Only • #352514 • \$7.00



The Rabbit Who Lost His Hop, Book & Stuffed Animal

Ages 4-8. Ricky Rabbit has lost his self-control and his ability to hop. He just races around. A counselor helps him stop, relax, and think so he can regain control and get back his hop. ⚠️

**The Rabbit Who Lost His Hop
Book & Stuffed Animal • Item #382467 • \$19.95**
Book Only • Item #367067 • \$14.95
Stuffed Animal Only • #352508 • \$7.00

The Hyena Who Lost Her Laugh, Book & Stuffed Animal

Ages 4-8. After a string of difficult events, Hillary loses her much-loved laugh. When she learns the secret of optimistic thinking, and changing her attitude and behavior, she soon restores her laugh. ⚠️



**The Hyena Who Lost Her Laugh
Book & Stuffed Animal • Item #382455 • \$19.95**
Book Only • Item #367082 • \$14.95
Stuffed Animal Only • #352502 • \$7.00

The Lion Who Lost His Roar, Book & Stuffed Animal

Ages 4-8. Louie the Lion discovers one day that he has lost his courage when he has to play the piano and sing in public. He learns to overcome his stage fright and regain his courage. ⚠️



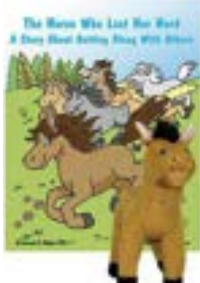
**The Lion Who Lost His Roar
Book & Stuffed Animal • Item #382458 • \$19.95**
Book Only • Item #367079 • \$14.95
Stuffed Animal Only • #352496 • \$7.00



The Penguin Who Lost Her Cool, Book & Stuffed Animal

Ages 4-8. Penelope Penguin is a great student and a good friend, but sometimes she can't control her temper. She learns new anger control techniques, which help her control her temper and keep her friends. ⚠️

**The Penguin Who Lost Her Cool
Book & Stuffed Animal • Item #382465 • \$19.95**
Book Only • Item #367085 • \$14.95
Stuffed Animal Only • #352505 • \$7.00



The Horse Who Lost Her Herd, Book & Stuffed Animal

Ages 4-8. Hannah is used to leading her herd in their games. When the herd starts following another pony, Hannah sulks and gallops away. A wise owl gives her advice on how to rejoin the herd. ⚠️

**The Horse Who Lost Her Herd
Book & Stuffed Animal
Item #390493 • \$19.95**
Book Only • Item #390495 • \$14.95
Stuffed Animal Only • #390496 • \$7.00



The Koala Who Wouldn't Cooperate, Book & Stuffed Animal

Ages 4-8. Charlie was cute and always got his way. As he grew older he got into trouble when he didn't follow rules and listen to adults. He learns how to make compromises and not be inconsiderate. ⚠️

**The Koala Who Wouldn't Cooperate
Book & Stuffed Animal
Item #390499 • \$19.95**
Book Only • Item #390501 • \$14.95
Stuffed Animal Only • #390502 • \$7.00



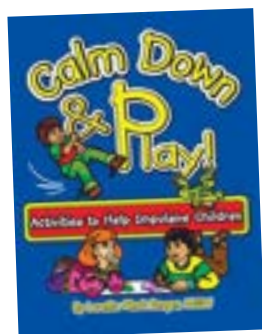
The Cheetah Who Lost Her Speed, Book & Stuffed Animal

Ages 4-8. Once speedy, Coco grows slow and pudgy eating junk food and watching too much TV. Her teacher explains the importance of exercise and healthy eating. Soon Coco is back in shape and running faster than ever! ⚠️

**The Cheetah Who Lost Her Speed,
Book & Stuffed Animal
Item #390505 • \$19.95**
Book Only • Item #390507 • \$14.95
Stuffed Animal Only • #390508 • \$7.00



books



Calm Down & Play! Activities to Help Impulsive Children

Ages 5-12. This book is filled with fun and effective activities to help children calm down and control their impulses, focus, concentrate, organize their thoughts, identify and verbalize feelings, channel and release excess energy appropriately, and build self-esteem and confidence.

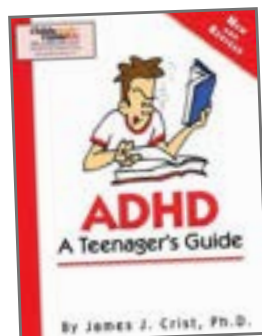
Calm Down & Play! • Item #367127 • \$19.95

Coping Skills Group

This book provides materials for conducting skill-building groups with clients who have significant problems related to their mental illness. This practical step-by-step manual for group leaders includes strategies for coping skills, focusing on strengths, connecting with people, reducing stress, managing anger, avoiding problems with alcohol and drugs, and much more!



Coping Skills Group • Item #383575 • \$57.95



ADHD: A Teenager's Guide

Ages 12+. The question and answer format makes the book engaging and easy to read. Chapters address such concerns as getting through high school and college, depression, learning disabilities, and life after school is completed. This book is also a useful tool for parents and caregivers to understand what life is like for a teenager who has ADHD.

ADHD: A Teenager's Guide • Item #395908 • \$26.95

Are You Tired Again? ...I Understand

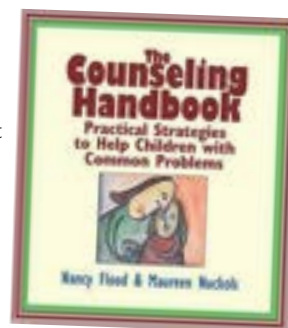
This reassuring activity and coloring book is for children with a chronically ill parent—children who often feel guilty, neglected, lonely, helpless, and afraid. It gives these youngsters the tools they need to work through their feelings, while gently explaining why mom isn't getting better, why she's always tired, and how the family can still enjoy life and function as a family.



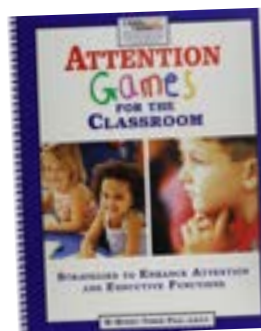
**Are You Tired Again?...I Understand
Item #W-331 • \$9.95**

The Counseling Handbook: Practical Strategies to Help Children with Common Problems

This useful guidebook provides treatment options for the most common problems children face, including divorce, sexual or drug abuse, death, depression, and eating disorders. Each chapter focuses on one emotional problem from intake to treatment, complications, and long-term concerns.



The Counseling Handbook • Item #367139 • \$39.95



Attention Games for the Classroom

These games will strengthen the attention and executive functions of the brain as kids relate to classroom and everyday learning. The games address sustained attention, continuous performance, selective attention, working memory, rule learning, cognitive flexibility and sequential planning.

**Attention Games for the Classroom
Item #395905 • \$19.95**

Let's Talk Coloring Books

This series of four coloring books (2 each) makes it easier to interview and treat troubled children. Especially helpful in dealing with difficult subjects such as child sexual abuse, these appealing coloring books encourage expression—without leading the child. They address four different aspects of the child's life: School, Friends, Family, and Self.



Let's Talk Coloring Books • Item #W-269 • \$46.95



Bart Speaks Out: Breaking the Silence on Suicide

Workbook exercises dispel myths about suicide, provide age-appropriate facts and explanations, and show children how to express their feelings and focus on positive memories.

**Bart Speaks Out: Breaking the Silence on Suicide
Item #W-352 • \$16.95**



■ books ■



I Feel Different: A Book About Being Adopted

This sensitive story explores a young boy's feelings and fantasies about being adopted. The simple, straightforward text helps families discuss the issue of adoption.

I Feel Different: A Book About Being Adopted
Item #W-355 • \$9.95



To Be Me: Understanding What It's Like to Have Asperger's Syndrome

Written from David's point of view, this charming book uses playful illustrations and kid-friendly text to tell young readers what it's like to have Asperger's Syndrome. David explains that he's a little clumsy, he has trouble making friends, and sometimes he can't figure out how to carry on a normal conversation.

To Be Me: Understanding What It's Like to Have Asperger's Syndrome
Item #W-452 • \$19.95

Christopher's Anger

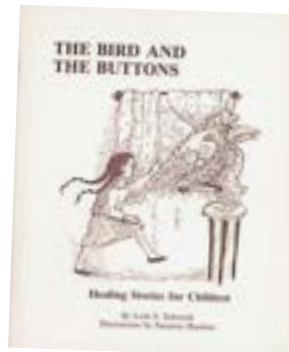
This powerful little book shows how each member of Christopher's family expresses anger in a different way—and how their various responses to anger affect one another. It demonstrates how the family's emotional state influences the behavior of individual family members—and how a simple request for help can make life more pleasant for everyone.



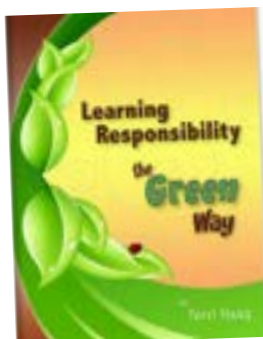
Christopher's Anger • Item #W-368 • \$19.95

The Bird and the Buttons: Healing Stories for Children

The seven stories in this book address various problems that children may experience—being abandoned by a parent, the loss of a sibling, parental divorce, social isolation, adoption in middle childhood, and low self-esteem. Each story uses a metaphor to help the child find new ways of dealing with his or her situation.



The Bird and the Buttons: Healing Stories for Children
Item #W-392 • \$19.95



Learning Responsibility the Green Way Workbook

This easy to use, reproducible workbook includes many exercises and activities that define responsibility and how the student's decision making and behavior determines if he/she is a responsible citizen of the world.

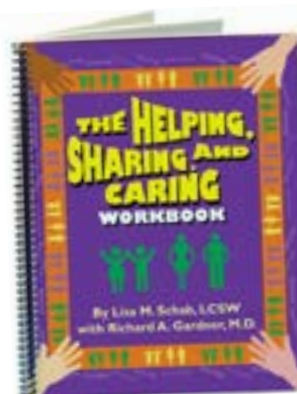
Learning Responsibility the Green Way Workbook
Item #1242 • \$34.95



The Talking, Feeling & Doing Workbook

Ages 6-12. The 25 topics included in The Talking, Feeling & Doing Workbook focus on themes ranging from Anger to Values. A 12-sided die (included) prompts children to tell a story, talk about their feelings, draw a picture, or act out a scenario. Reproducible activities are included. ⚠️

The Talking, Feeling & Doing Workbook
Item #2243 • \$29.95



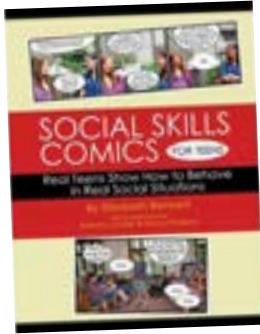
The Helping, Sharing, and Caring Workbook

Designed to help children learn, value, and practice altruistic attitudes and behaviors towards others and themselves. Children learn how their own caring thoughts and actions help to make their immediate world, and the world in general, a better place.

The Helping, Sharing, and Caring Workbook
Item #67238 • \$29.95



■ books ■



Social Skills Comics for Teens: Real Teens Show How to Behave in Real Social Situations

Ages 12+. This fun-filled book is filled with comics that are designed to show teenagers the expected ways to behave in typical social situations. Each situation is depicted in a "Wrong Way" scenario and a "Right Way" scenario.

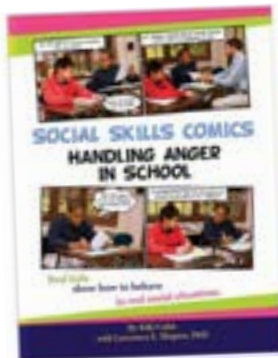
Social Skills Comics for Teens • Item #1618 • \$29.95

Social Skills Comics: Handling Anxiety in School

Ages 7-12. Characters in the comic strips are shown dealing with anxiety in a "Wrong Way" and then in a more appropriate way. Detailed photos prompt children to take a closer look at dialog, body language, and nonverbal cues in both scenarios. Children will learn that interacting in certain ways may help them feel less anxious in social situations.



**Social Skills Comics: Handling Anxiety in School
Item #1904 • \$29.95**



Social Skills Comics: Handling Anger in School

This book helps children find constructive, healthy ways to deal with angry feelings. There are 25 illustrated stories where real-life children act out different scenarios in which they are angry or upset. Readers are then presented with questions to help them think about why the response shown is inappropriate.

**Social Skills Comics: Handling Anger in School
Item #2061 • \$29.95**



101 Ready-to-Use Drug Prevention Activities Book

The 101 fun, easy-to-use activities in this book span a range from those designed to help children develop a firm, logical decision-making process; to innovative ways to help children learn the facts about drugs and substance abuse; to creative suggestions for making your Red Ribbon Week Celebration a success.

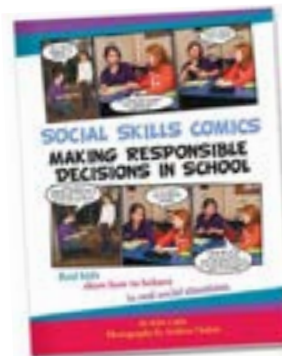
**101 Ready-to-Use Drug Prevention Activities Book
Item #22306 • \$39.95**

Social Skills Comics: Conversational Skills in School

Ages 7-12. These 25 illustrated stories are designed to show children the expected and unexpected ways to behave in a variety of typical school social situations.



**Social Skills Comics: Conversational Skills in School
Item #1903 • \$29.95**



Social Skills Comics: Making Responsible Decisions in School

Ages 7-12. In this book, children learn from 24 different scenarios, presented as comic strips, except with photos of real children instead of drawings. Each scenario illustrates a typical school situation.

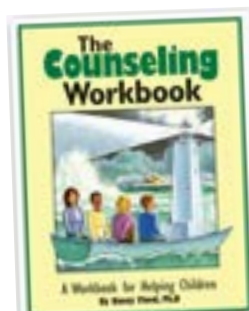
Social Skills Comics: Making Responsible Decisions in School • Item #2060 • \$29.95

Helping Kids Heal: Activity Book

Activities are broken down into 13 sections, ordered to approximate the natural sequence of recovery. Thus, children move from relaxation activities, to "reality testing" what has happened, to managing difficult emotions, to building a healthy sense of self-esteem, to achieving the capacity to give back to others.



**Helping Kids Heal: Activity Book
Item #22011 • \$39.95**



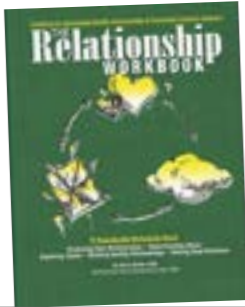
The Counseling Workbook

Ages 7-10. This fully reproducible handbook is chock-full of strategies designed to help children handle such challenges as parental divorce, living in a blended family, loss and grieving, food-related issues, coping with depression, having ADD/LD, and being gifted.

The Counseling Workbook • Item #60162 • \$29.95



books



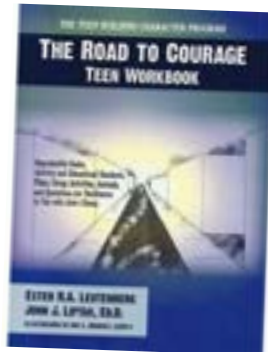
The Relationship Workbook

This workbook is for the therapist, counselor, group facilitator, or other helping professional working to prevent or end relationship abuse.

The Relationship Workbook • Item #71691 • \$49.95

The Road to Courage Teen Workbook

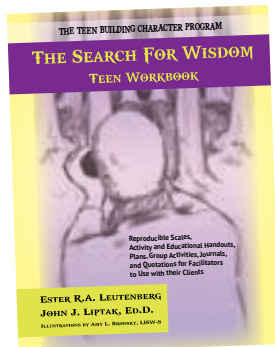
Ages 13-18. Contains five separate modules of informal assessments and journaling activities that will help your students and/or clients learn more about themselves while enhancing their virtue and character. These modules serve as avenues for self-reflection and group experiences revolving around topics of importance.



**The Road to Courage Teen Workbook
Item #5006 • \$49.95**

The Search for Wisdom Teen Workbook

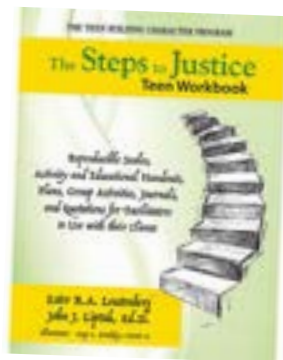
Ages 13-18. Provides insights into how to think and behave using knowledge, experience, and understanding, as well as seeking advice. Each chapter in the workbook is completely reproducible and filled with educational handouts, pre-and post-scales, case studies, group activities, insightful handouts, activities, journaling activities, and inspiring quotations, for facilitators to use with their teen students or clients.



**The Search for Wisdom Teen Workbook
Item #5016 • \$49.95**

The Steps to Justice Teen Workbook

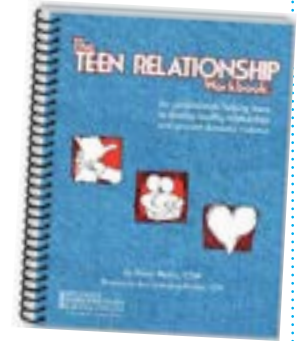
Ages 13-18. Justice is a virtue that encourages people to be responsible, evenhanded, loyal, collaborative team members, and leaders in control of personal actions, and/or by influencing others. Exemplifying justice can help teens be more successful at home, in school, in the community, for the country in which the teen lives, at work or a volunteer job, or as a citizen of the world.



**The Steps to Justice Teen Workbook
Item #5011 • \$49.95**

The Teen Relationship Workbook

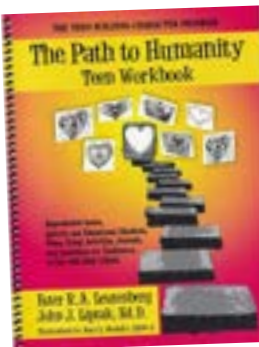
Ages 13-18. This workbook helps teens: identify the healthy and unhealthy characteristics of relationships; understand the basic dynamics of emotional, physical, and sexual abuse in intimate relationships; explore and clarify their own values and attitudes about gender roles; become empowered to make healthy decisions about their own intimate relationships.



**The Teen Relationship Workbook
Item #71401 • \$49.95**

The Path to Humanity Teen Workbook

Ages 13-18. Contains five separate modules of informal assessments and journaling activities that will help your students and clients learn more about themselves while enhancing their virtue and character. This workbook includes directions for easy assessment administration, scoring, and interpretation. In addition, it contains group activities and educational handouts that can be used as overheads or turned

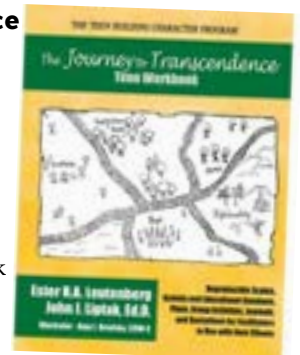


into transparencies to assist the facilitators who use the assessments in group sessions or in workshops.

**The Path to Humanity Teen Workbook
Item #5001 • \$49.95**

The Journey to Transcendence Teen Workbook

Ages 13-18. Transcendence is a journey that leads to higher self-knowledge and knowledge about the world in general. Transcendence is concerned with understanding virtue, joy in life, and discovery of meaning beyond everyday activities. Each chapter in the workbook is completely reproducible and filled with educational handouts, pre-and post-scales, case studies, group activities, insightful handouts, activities, journaling activities, and inspiring quotations, for facilitators to use with their teen students or clients.



**The Journey to Transcendence Teen Workbook
Item #5021 • \$49.95**

**See Page 25
for Corresponding
Bingo Games!**

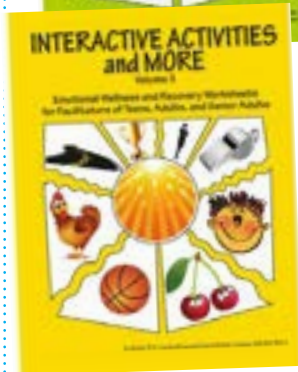


books



Interactive Activities and More, Volume I Emotional Wellness & Recovery Worksheets

All ages. Topics include Supportive Relationships, Abuse, Coping, Positive Outlook, Grief & Loss, Wellness, Self-Empowerment, Rational Risk Taking, Fear Management, Spirituality. Reproducible handouts.



Interactive Activities and More, Volume II

All ages. Topics include: Abuse Prevention, Mind-Set, Change, Negotiation, Communication, Resilience, Problem Solving, Self-Reliance, Diversity, Wellness. Activities incorporate games, graphics, creative expression, role-plays, teamwork, emoticons, mind maps, debates, panels, public service announcements, presentations, social media, story-telling, thought-bubbles, and more!

**Interactive Activities and More, Volume I
Item #5031 • \$49.95**

**Interactive Activities and More, Volume II
Item #5052 • \$49.95**

The Stop, Relax & Think Workbook

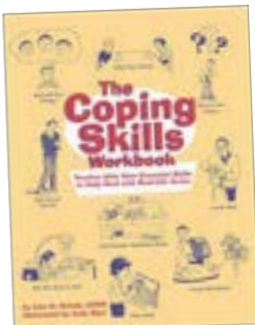
Ages 5-12. This workbook contains more than 60 paper-and-pencil activities that teach children such important skills as thinking about consequences, staying focused and completing a task, engaging in quiet activities without disturbing others, and more. Each of the eight sections of the book contains fun activities, puzzles, and games that help reinforce these essential behavioral skills.



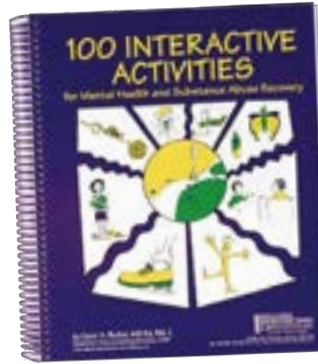
**The Stop, Relax & Think Workbook
Item #61503 • \$29.95**

The Coping Skills Workbook

Ages 7-12. This workbook can be used as a method of intervention in helping the child who already exhibits coping problems. Ideally, it will be used with all children to prevent problems before they arise.



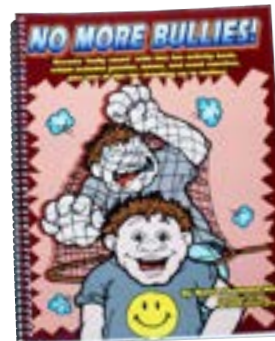
The Coping Skills Workbook • Item #61547 • \$29.95



100 Interactive Activities Book

Ages 8+. Groups work through Anger Management, Assertion, Stress, Self-Esteem, Sobriety, Problem Solving, and much more to learn self-sufficient survival skills.

100 Interactive Activities Book • Item #71652 • \$57.95



No More Bullies! Workbook

Ages 5-12. This workbook can help instill confidence and courage in kids who are bullied and help guide them to a peaceful resolution of their problem. Become "bully smart" with this fun activity book, which includes puzzles, mazes, and word searches, plus lots of tips for standing up to bullies!

No More Bullies! Workbook • Item #61530 • \$29.95

The Anger Solution Workbook

Ages 7-12. This workbook helps children learn how to work out their problems, lower their level of anger, and build confidence in their ability to manage their anger safely. It is packed with fun-filled activities that engage even the most resistant child.



**The Anger Solution Workbook
Item #63475 • \$29.95**



The Self-Control Patrol Workbook

Ages 5-12. Self-control is an important attribute for all children to develop, particularly for children with ADHD or other behavioral problems. This workbook is designed to make learning self-control skills fun.

**The Self-Control Patrol Workbook
Item #61537 • \$29.95**



■ books ■



Becoming A Superhero: A book for children who have experienced trauma

Ages 5-9. Provides young children specific coping skills that will build their sense of resiliency and reduce PTSD symptoms. This book can be used both as prevention and intervention when working with children who have experienced a traumatic event.

Becoming A Superhero: A book for children who have experienced trauma • Item #5051 • \$14.95



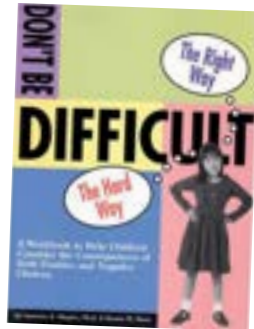
Stop Bullying Now! Workbook

Ages 11-15. The workbook is divided into four sections: getting along with others, understanding bullying, understanding the targets of bullying, and understanding the role of bystanders.

**Stop Bullying Now! Workbook
Item #63029 • \$29.95**

Don't Be Difficult Workbook

This workbook is designed to be used as an aid for teachers, parents, and counselors to help children see the consequences of their choices and learn the value of being cooperative and following the rules.



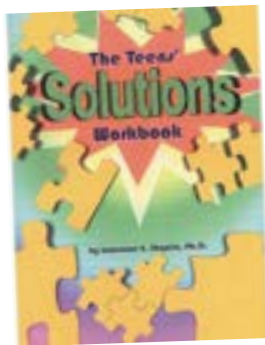
Don't Be Difficult Workbook • Item #61536 • \$29.95

The You & Me Workbook

Ages 7-12. The workbook is divided into six areas: Meeting New People, Talking to People, Understanding People, When People Hurt Us, Solving Problems with People, and Managing Conflict with People.



**The You & Me Workbook
Item #63564 • \$29.95**



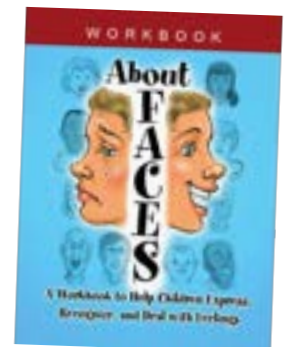
The Teens' Solutions Workbook

Ages 13-18. This workbook is filled with reproducible activities that help teens develop the skills and insight needed to work through difficult problems such as depression, social rejection, and family stresses. Activities include using solution-oriented language, brainstorming solutions, solving more than one problem at a time, finding solutions in small steps, and focusing on positive behavior.

**The Teens' Solutions Workbook
Item #63673 • \$29.95**

About Faces Workbook

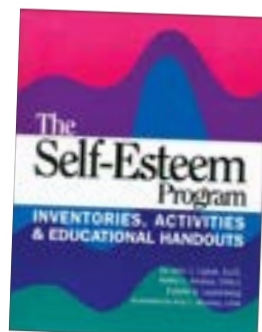
Ages 4+. Contains 52 images of faces followed by a quotation representing the feeling expressed and open-ended questions to help children link expressions and feelings.



**About Faces Workbook
Item #2150 • \$24.95**

The Self-Esteem Program Workbook

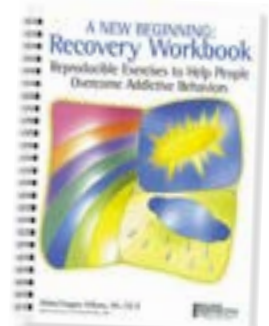
Ages 12+. This workbook helps children learn how to work out their problems, lower their level of anger, and build confidence in their ability to manage their anger safely. It is packed with fun-filled activities that engage even the most resistant child.



**The Self-Esteem Program Workbook
Item #71230 • \$49.95**

A New Beginning: Recovery Workbook

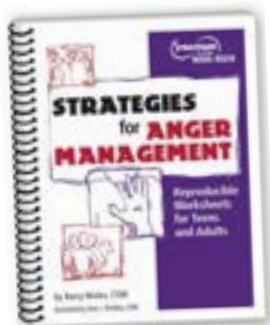
All ages. This workbook is designed to enhance recovery skills for those overcoming addictive behaviors. Includes 44 reproducible worksheets on such topics as: self-inventory, family & relationships, relapse patterns, recovery process and reflection.



**A New Beginning: Recovery Workbook
Item #71951 • \$49.95**



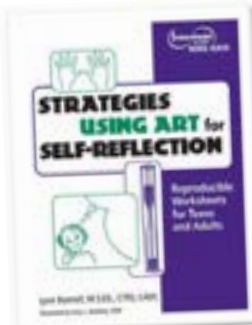
books



Strategies for Anger Management Workbook

Ages 13-18. This 100 page, reproducible spiral workbook is the practical tool all educators have been waiting for to help teens handle anger in healthy ways.

Strategies for Anger Management Workbook
Item #72201 • \$49.95



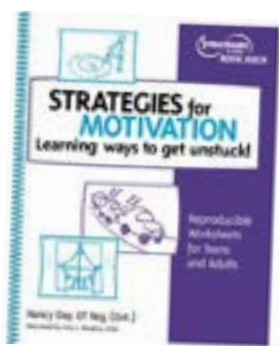
Strategies Using Art for Self-Reflection Workbook

Ages 12+. Explore relevant themes through carefully outlined art activities. Feelings, Healing & Recovery, Recreation & Leisure, Relationship Self-Awareness, Self-Esteem, and Stress Management. Each module has worksheets, reproducible activities, leader's instructions, and reproducible self-reflection questions for journaling.

Strategies Using Art for Self-Reflection Workbook
Item #72282 • \$49.95

Strategies for Motivation Workbook

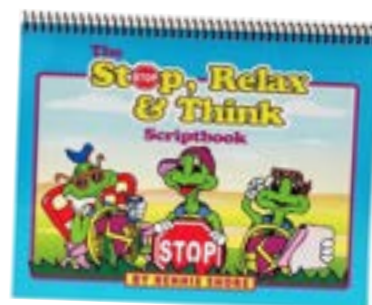
Ages 12+. This is a collection of reproducible worksheets with facilitator's instructions for each worksheet. Whether it's unearthing the motivation to study, find a job, change an unhealthy social situation or confront a problem, this book is filled with activities that will get teens thinking and talking about getting motivated.



Strategies for Motivation Workbook
Item #79017 • \$49.95

The Stop, Relax & Think Scriptbook

Ages 8-12. With this book, children can practice what to say and how to act in eight different scenarios common to children with behavioral problems. It gives them a fun and educational forum in which they can enact familiar scenarios and effect positive outcomes.



The Stop, Relax & Think Scriptbook
Item #340909 • \$26.95



The Helping, Sharing, and Caring Scriptbook

Ages 4-12. This book is designed to teach children the skills they need to think about their behavior, recognize how it affects others, and work toward changing negative patterns.

The Helping, Sharing, and Caring Scriptbook
Item #340915 • \$26.95



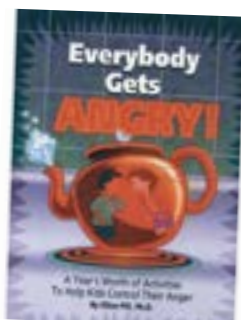
The Anger Solution Scriptbook

Ages 8-12. This original technique helps children learn eight different anger control techniques as they read entertaining and informative scripts. The book can also be used for acting out plays with groups of children.

The Anger Solution Scriptbook
Item #349375 • \$26.95

Everybody Gets Angry! Activity Book

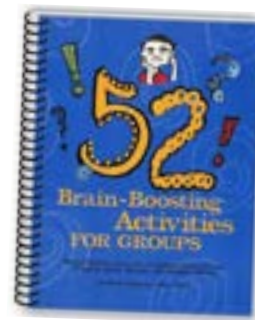
Ages 10-14. This fun-filled book is packed with 52 reproducible activities to help youngsters learn to identify, understand, express, and cope with their angry feelings.



Everybody Gets Angry! Activity Book
Item #350038 • \$39.95

52 Brain - Boosting Activities for Groups Book

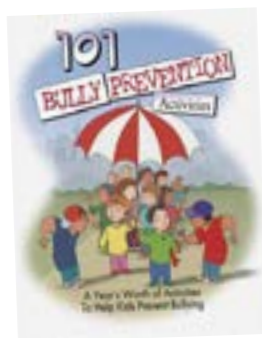
Ages 15+. Challenge teens with these fun and engaging mental workout exercises that use cognitive skills to: improve memory, decision-making, problem-solving, concentration, thinking skills, and creativity.



52 Brain - Boosting Activities for Groups Book
Item #363826 • \$44.95



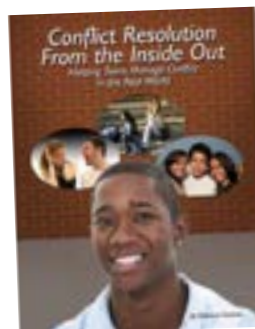
books



101 Bully Prevention Activities Activity Book

Ages 11-18. Reproducible activities include group projects, writing prompts, and role plays that highlight strategies for handling bullying, teasing, taunting, and gossiping from the perspective of the bystander, target, and bully.

101 Bully Prevention Activities Activity Book
Item #388345 • \$49.95



Conflict Resolution from the Inside Out Activity Book

Ages 15-18. This innovative reproducible activity book teaches practical skills for handling conflicts and addresses the many underlying issues that influence how teens approach such situations.

Conflict Resolution from the Inside Out Activity Book
Item #1015480 • \$29.95

Parent Report Card for Children (pack of 20)

Ages 7-12. The Parent Report Card gives youngsters a structured and acceptable way to express their feelings. It provides the kind of honest feedback that's hard to come by—often illuminating issues that parents don't realize are important.



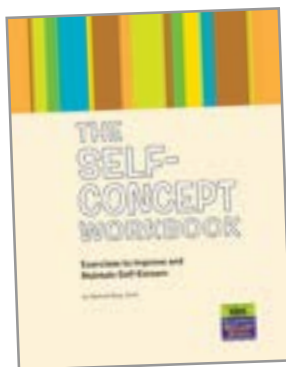
Parent Report Card for Children (pack of 20)
Item #W-324 • \$14.95

Parent Report Card for Teens (pack of 20)

Ages 13-17. The Parent Report Card provides the kind of honest feedback that's hard to come by—often illuminating issues that parents don't realize are important. While the child is filling out the Report Card, many parents choose to grade themselves as well and later compare marks. This process often shows how the parent's perceptions can differ from those of the child.



Parent Report Card for Teens (pack of 20)
Item #W-325 • \$14.95



The Self-Concept Workbook

It reinforces self-esteem by encouraging a realistic evaluation of strengths and weaknesses. The child learns to apply nine different kinds of self-talk: Accepting Compliments, Making Realistic Comparisons, Not Overreacting to Failure, Minimizing Criticism, Recognizing Strengths, Expecting What's Reasonable, Expecting Success, Praising Self, and Taking Credit.

The Self-Concept Workbook • Item #W-409A • \$19.95



The Anger Control Workbook

A complement to The Anger Control Game, this popular workbook teaches children how to control anger and deal with interpersonal conflict. It includes activities and exercises that reinforce the six skills addressed in the board game.

The Anger Control Workbook
Item #W-410A • \$19.95

The Changing Family Workbook

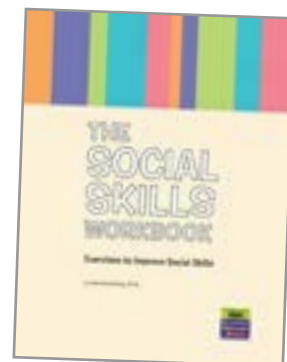
The exercises in this workbook help children cope with parental separation and divorce. They are designed to correct faulty beliefs about blame, peer avoidance, hopes of reconciliation, and fear of abandonment. Requires a 5th-grade reading level.



The Changing Family Workbook
Item #W-412A • \$19.95

The Social Skills Workbook

Ages 8+. Full of exercises that reinforce concepts introduced in therapy. By practicing "self-talk," children acquire specific skills—perceiving themselves as competent, expecting success in social situations, not worrying, accepting mistakes, and taking credit for success.



The Social Skills Workbook • Item #W-411A • \$19.95



■ books ■



The Self-Control Workbook

Ages 8+. Exercises teach students how to think before they act, how to prepare themselves for interruptions, how to credit themselves for success and effort, and how to empathize with peers who find their hyperactive behavior irritating.

The Self-Control Workbook • Item #W-413A • \$19.95



The Conduct Management Workbook

Ages 8+. This workbook is full of engaging exercises that help children and adolescents learn to manage their behavior. These "homework" assignments help you structure therapy sessions—and they encourage parental involvement as well.

**The Conduct Management Workbook
Item #W-414A • \$19.95**

The Feelings Workbook

The Feelings Game helps children and adolescents gain greater control over their feelings and emotions. It reinforces the five skills listed above. Game cards represent common experiences at school and at home.



The Feelings Workbook • Item #W-415A • \$19.95

The Social Conflict Workbook

Designed for use with children and adolescents who experience frequent conflict with peers. Teaches cognitive and behavioral conflict resolution skills to reduce interpersonal antagonism.



**The Social Conflict Workbook
Item #W-416A • \$19.95**



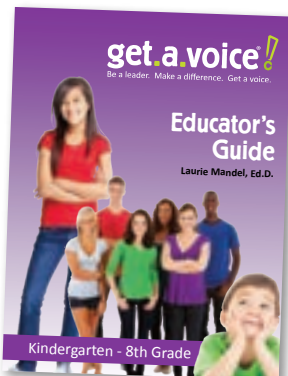
The Relapse Prevention Workbook

This workbook gives recovering users the opportunity to prepare for myriad situations in which they might be tempted to use drugs or alcohol.

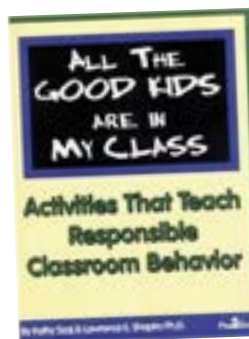
**The Relapse Prevention Workbook
Item #W-429A • \$19.95**

Get.A.Voice Educator's Guide

Ages 5-14. This book provides ready-to use, teacher-tested, easy-to-adopt classroom and/or school-wide practices and routines to launch, extend, or dovetail character education and anti-bullying efforts. It includes sample lessons, worksheets, counseling tips and suggested phrases for students, educators, and coaches.



**Get.A.Voice Educator's Guide
Item #2005 • \$39.95**



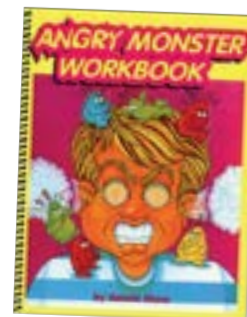
All the Good Kids are in My Class

Ages 5-9. This 14-week curriculum focuses on behaviors like patience, persistence, respecting others, sharing, being friendly, following rules, and more. Each behavioral skill corresponds to one week of teaching, and each day has a different 10-minute activity, including stories, discussions, art ideas, fun games, and at-home projects.

**All the Good Kids are in My Class
Item #61301 • \$29.95**

Angry Monster Workbook

Ages 5-12. Tells the story of how Arnold learned to tame the angry monster that used to make him lose his temper, say rude things to other people, and get into fights. This workbook is designed to help children both understand their anger and develop alternative ways of expressing themselves.



Angry Monster Workbook • Item #61535 • \$29.95



card games

What Should I Do Now? Card Game

Ages 8-18. This hilarious card game is designed to help children understand the different reactions we have to difficult situations and how our responses affect those around us. For 2-6 players.



What Should I Do Now? Card Game
Item #1622 • \$27.95



About Faces Card Game

Ages 4+. Although words, tone of voice, and gestures are also important, the most reliable way to learn the feelings of others is through observing facial expressions.

About Faces Card Game • Item #2149 • \$21.95

PHOTO SOCIAL STORIES

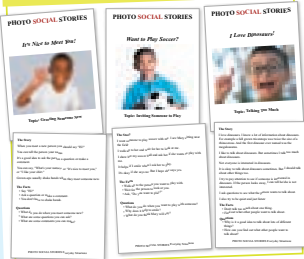


Photo Social Stories Cards Social Situations

Ages 5-12. Help make shy children more comfortable in the social world by preparing them for typical social situations.

Photo Social Stories Cards Social Situations
Item #1621 • \$27.95

PHOTO SOCIAL STORIES About Kids in School

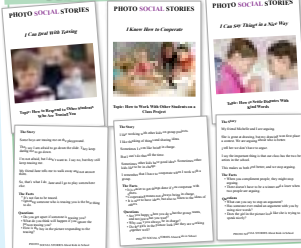


Photo Social Stories Cards About Kids in School

Ages 5-12. The stories help children pay attention to important social cues, to understand the perspective of others, and to respond appropriately in social situations.

Photo Social Stories Cards About Kids in School
Item #1906 • \$27.95

Photo Social Stories Cards About Kids in the Community

Ages 5-12. The photographs on each card were selected to provide children with a visual understanding of the social challenges in the community.



Photo Social Stories Cards About Kids in the Community
Item #1907 • \$27.95

Photo Social Stories Cards About Kids and Their Families

Ages 5-12. Topics include: putting away your toys, starting a conversation, mealtime, sharing, homework, understanding others' feelings, and many more.



Photo Social Stories Cards About Kids and Their Families
Item #1908 • \$27.95



Hidden Rules Social Situations

Ages 6-12. Help children learn unwritten social rules and behaviors. For 2-8 players.

Hidden Rules Social Situations • Item #1619 • \$27.95

Hidden Rules with Friends

Ages 6-12. This fun card game will help children learn and practice 40 hidden rules in friendship situations. For 2-8 players.

Hidden Rules with Friends • Item #1911 • \$27.95

Hidden Rules (or Hidden Curriculum) is a term used to describe unwritten social rules and behaviors that most of us seem to know without ever being taught.



Hidden Rules in the Classroom

Ages 6-12. Covers 40 hidden social situation rules focusing on classroom. For 2-8 players.

Hidden Rules in the Classroom • Item #1910 • \$27.95

Hidden Rules in the Community

Ages 6-12. Covers 40 hidden social situation rules focusing on community situations. For 2-8 players.

Hidden Rules in the Community • Item #1912 • \$27.95



■ card games ■

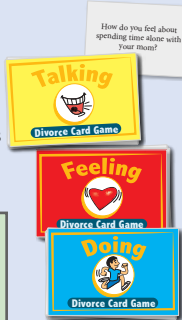


Talking, Feeling & Doing Card Games ⚠

The Talking, Feeling & Doing Divorce Card Game

Ages 6-12. This card game addresses divorce and is designed to help a counselor, teacher, or parent focus on specific areas that are a concern to children. For 2-4 players.

The Talking, Feeling & Doing Divorce Card Game
Item #2248 • \$27.95



The Talking, Feeling & Doing Grief Card Game

Ages 6-12. This card game addresses grief and is designed to help a counselor, teacher, or parent focus on specific areas that are a concern to children. For 2-4 players.

The Talking, Feeling & Doing Grief Card Game
Item #2249 • \$27.95



The Talking, Feeling & Doing Conflict Resolution Card Game

Ages 6-12. This card game addresses conflict resolution and is designed to help a counselor, teacher, or parent focus on specific areas that are a concern to children. For 2-4 players.

The Talking, Feeling & Doing Conflict Resolution Card Game
Item #2250 • \$27.95



The Talking, Feeling & Doing Teasing Card Game

Ages 6-12. This card game addresses teasing and is designed to help a counselor, teacher, or parent focus on specific areas that are a concern to children. For 2-4 players.

The Talking, Feeling & Doing Teasing Card Game
Item #2244 • \$27.95



The Talking, Feeling & Doing Good Behavior Card Game

Ages 6-12. This card game addresses behavior and is designed to help a counselor, teacher, or parent focus on specific areas that are a concern to children. For 2-4 players.

The Talking, Feeling & Doing Good Behavior Card Game
Item #2245 • \$27.95



The Talking, Feeling & Doing Anger Card Game

Ages 6-12. This card game addresses anger and is designed to help a counselor, teacher, or parent focus on specific areas that are a concern to children. For 2-4 players.

The Talking, Feeling & Doing Anger Card Game
Item #2246 • \$27.95



The Talking, Feeling & Doing Shyness Card Game

Ages 6-12. This card game addresses shyness and is designed to help a counselor, teacher, or parent focus on specific areas that are a concern to children. For 2-4 players.

The Talking, Feeling & Doing Shyness Card Game
Item #2247 • \$27.95



Blurt It Out! The "Say What You Think" Sentence Completion Game

Ages 6-14. Children will find this game to be a fun and pleasurable way to learn about themselves, as they learn how to express themselves. ⚠

Blurt It Out! The "Say What You Think" Sentence Completion Game • Item #5034 • \$29.95



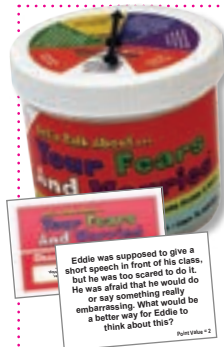
Trauma Reaction Cards

A therapeutic tool to assist children and adolescents in understanding and identifying their reactions to traumatic or stressful life experiences. *To be used by qualified professionals only.*

Trauma Reaction Cards
Item #5047 • \$25.95



card games



Let's Talk About... Your Fears and Worries Card Game

Ages 8-18. This game teaches players four different techniques to confront and overcome their fears and worries. ⚠️

**Let's Talk About...
Your Fears and Worries Card Game
Item #2311 • \$21.95**



Let's Talk About... The Gift of ADHD Card Game

Ages 8+. This game will create a unique opportunity for kids and teens to understand the special skills that are associated with ADHD and apply these skills to everyday problems and concerns. ⚠️

**Let's Talk About...
The Gift of ADHD Card Game
Item #2312 • \$21.95**



Let's Talk About... Social Rules Card Game

Ages 8+. Certain children and teens just don't seem to "get" the social rules that most of us take for granted. That is why we've created this game- to help children and teens identify these important social rules and talk about how these rules affect their relationships with others. ⚠️

**Let's Talk About...
Social Rules Card Game
Item #2313 • \$21.95**



Let's Talk About... It's Great to Be Good Card Game

Ages 5-12. This game is designed to teach children important emotional intelligence skills by giving them a chance to talk and think about their behavior. ⚠️

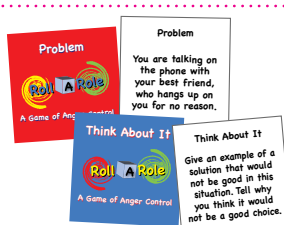
**Let's Talk About...
It's Great to Be Good Card Game
Item #2314 • \$21.95**



Let's Talk About... Our Wild & Wacky Family Card Game

Ages 5+. This game was created to get families talking and reminiscing, and to help create new memories. We're sure that it will lead to a greater understanding and appreciation of each family member. ⚠️

**Let's Talk About... Our
Wild & Wacky Family Card Game
Item #2315 • \$21.95**



Roll A Role: A Game of Anger Control

Ages 6-10. Many children have problems controlling their anger and expressing it in appropriate ways. For 2-8 players. ⚠️

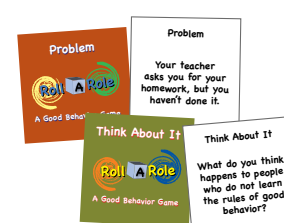
**Roll A Role: A Game of Anger Control
Item #5036 • \$27.95**



Roll A Role: A Bullying Prevention Game

Ages 6-10. Every day, countless children face bullies at school, on the playground, and in their neighborhoods. For 2-8 players. ⚠️

**Roll A Role: A Bullying Prevention Game
Item #5037 • \$27.95**



Roll A Role: A Good Behavior Game

Ages 6-10. This game is designed to teach children a range of positive behaviors that can be used with common situations that often trigger misbehavior. For 2-8 players. ⚠️

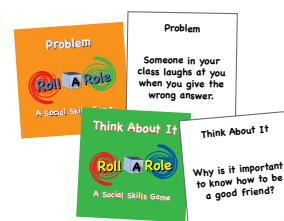
**Roll A Role: A Good Behavior Game
Item #5038 • \$27.95**



Roll A Role: A Game of Non-Verbal Communication

Ages 6-10. Many children have difficulty reading nonverbal language. They may misread facial cues, posture, gestures, voice tone, or any other subtle aspects of nonverbal communication. For 2-8 players. ⚠️

**Roll A Role: A Game of Non-Verbal Communication
Item #5039 • \$27.95**



Roll A Role: A Social Skills Game

Ages 6-10. This game is designed to help children learn a variety of friend-making skills. For 2-8 players. ⚠️

Roll A Role: A Social Skills Game • Item #5040 • \$27.95



**Roll a Role Foam Cubes
(set of 3 cubes)
Item #171200002 • \$24.95**

Set includes 3 vinyl cubes that measure 4.5" x 4.5" x 4.5" each.



■ card games ■

YES I CAN! CARD GAMES



Yes I Can! Kid Talk

Ages 6+. A fun way to have a conversation and a great tool for families, classrooms, counselors, and therapists. The cards can be used as a competitive game where each player attempts to accumulate the most chips, or noncompetitively and participants respond to the cards without earning chips. For 2-6 players. ⚠️

Yes I Can! Kid Talk • Item #2321 • \$18.95

Yes I Can! Teen Talk

Ages 13+. Teach teens how to connect with peers and develop relationships. For 2-6 players. ⚠️

Yes I Can! Teen Talk • Item #2322 • \$18.95

Yes I Can! Handle My Anger

Ages 6+. Teach players to manage their anger by identifying triggers, behaviors, and thoughts. For 2-6 players. ⚠️

Yes I Can! Handle My Anger • Item #2326 • \$18.95

Yes I Can! Talk About My Feelings

Ages 5+. Designed to facilitate conversation, insight, expressive skills, and increase an individual's feeling word vocabulary. For 2-6 players. ⚠️

Yes I Can! Talk About My Feelings • Item #2327 • \$18.95

Yes I Can! Feel Good About Me

Ages 13+. A game designed to help increase your self esteem. For 2-6 players. ⚠️

Yes I Can! Feel Good About Me • Item #2328 • \$18.95

Yes I Can! Family Talk

Ages 6+. Great conversation starters, and a fun way to enhance communication skills. For 2-8 players. ⚠️

Yes I Can! Family Talk • Item #2323 • \$18.95

Yes I Can! Be Kind To Me

Ages 10+. Help players learn the power of positive thinking. For 2-6 players. ⚠️

Yes I Can! Be Kind To Me • Item #2324 • \$18.95

Yes I Can! Have Impulse Control

Ages 6-14. Teach children how to control their impulses by enhancing self-awareness. For 2-4 players. ⚠️

Yes I Can! Have Impulse Control • Item #2325 • \$18.95



Feelings Frogs Game

Ages 4-10. Frogs really do have feelings. In fact, each one of these six bean bag frogs is printed with a specific emotion: happy, sad, angry, calm, afraid, and brave. ⚠️



Feelings Frogs Game • Item #13867 • \$29.95



■ card games ■



Thought Changing Card Kit for People Who Self-Injure

Ages 12+. The kit contains 50 cards that show cognitive distortions on one side, and rational responses and positive behavioral activities on the other. The kit also features a CD with dozens of printable forms to help keep track of change.

Thought Changing Card Kit for People Who Self-Injure • Item #63031 • \$35.95

Thought Changing Card Kit for Social Intelligence

Ages 12+. This kit is intended to help clients with Asperger's Syndrome and other social skills problems. It contains 50 cards that show cognitive distortions on one side, and rational responses and behavioral activities on the other.

**Thought Changing Card Kit for Social Intelligence
Item #63032 • \$35.95**



Thought Changing Card Kit for People Who Are Depressed

Ages 12+. This kit is intended to help clients control their depressive thoughts and behaviors, through proven cognitive behavioral techniques.

Thought Changing Card Kit for People Who Are Depressed • Item #63033 • \$35.95

Thought Changing Card Kit for People Who Are Anxious

Ages 12+. The kit contains 50 cards that show cognitive distortions on one side, and rational responses and positive behavioral activities on the other.

Thought Changing Card Kit for People Who Are Anxious • Item #63034 • \$35.95



Actions & Consequences Adult Version

Ages 18+. Some of the topics include personal hygiene, grooming and appearance, sleep and rest, care of ourselves and others, financial management, meals, household management, and safety. ⚠️



**Actions & Consequences Adult Version
Item #337723 • \$27.95**



Actions & Consequences Teen Version

Ages 12-18. This card game includes 75 real-life situation cards that explore relevant areas: Alcohol and Drugs; Family; Managing Anger, Time, and Money; Peer Relations; Personal Health and Responsibility; Rules and Laws. ⚠️

**Actions & Consequences Teen Version
Item #349369 • \$27.95**



The Anger Solution Card Game

Ages 7-12. This game was designed to teach children constructive and effective ways to resolve their anger. The cards allow them the opportunity to choose alternatives that can turn anger-inciting situations into more positive encounters. For 2-4 players.

**The Anger Solution Card Game
Item #349384 • \$27.95**



A Helping Hand Card Game

Ages 15+. An interactive game addressing self-esteem, positive lifestyle, coping skills, and relationships. Interactive card game gives group members the opportunity to both identify personal growth needs and ask for supportive feedback/advice from group members, while staying focused on essential life skills. For 6-12 players.

A Helping Hand Card Game • Item #337702 • \$21.95



card games



Stop, Relax & Think Card Game

Ages 6-12. Players are dealt Stop, Relax and Think cards and also Stressed Out, Confused, and Discouraged cards. As they acquire more cards, they must choose different self-control skills, and they learn the value of patience and cooperating with others to achieve a goal.

Stop, Relax & Think Card Game
Item #349468 • \$27.95



The You & Me Social Skills Card Game

Ages 6-12. This card game is designed to simulate a standard 52-card deck - with a twist! Instead of numbered cards there are 13 different children and instead of the four traditional suits there are four social skills areas - Having Fun, Inviting a Friend, Talking, and Solving a Problem. For 2-4 players.

The You & Me Social Skills Card Game
Item #349495 • \$27.95

Teen Relationship Card Game

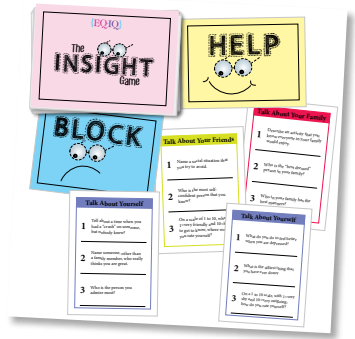
Ages 13-18. This card game is designed to facilitate groups or individual sessions aimed at developing skills for healthy relationships and preventing domestic violence.



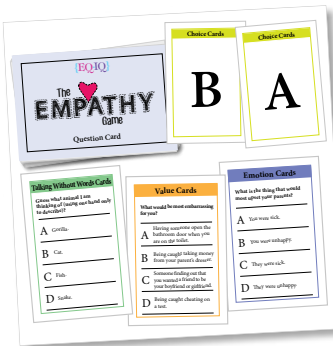
Teen Relationship Card Game
Item #349657 • \$21.95

The Insight Card Game

Ages 8+. Help children talk about their thoughts and feelings & encourage children to discuss their families, friends, and themselves. For 2-4 players.



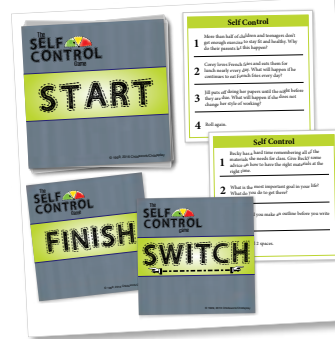
The Insight Card Game • Item #349660 • \$27.95



The Empathy Card Game

Ages 8+. This card game helps players recognize the importance of empathy, a central component of emotional intelligence. For 2-4 players.

The Empathy Card Game • Item #349663 • \$27.95



The Self-Control Card Game

Ages 8+. This clever game approaches self-control in two ways. As players respond to question cards, they think and talk about different aspects of self-control, an important component of emotional intelligence. For 2-4 players.

The Self-Control Card Game • Item #349675 • \$27.95



Talk It Over Card Game: School Version

Ages 6-14. This card game is designed to enhance communication and understanding between students. Children rarely get the opportunity to talk about the things that they like or dislike about their school experience, but this noncompetitive card game will get them chattering away. For 2-8 players.

Talk It Over Card Game: School Version
Item #349684 • \$27.95



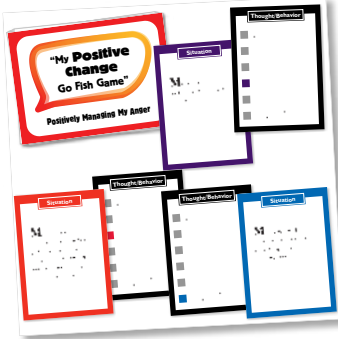
The Helping, Sharing, and Caring Card Game

Ages 4-11. This card game is designed to teach children the importance of helping, sharing, and caring in a fun way. For 2-4 players.

The Helping, Sharing, and Caring Card Game
Item #349720 • \$27.95



■ card games ■



My Positive Change Go Fish Game: Positively Managing My Anger

Ages 7+. This game is designed to teach children more positive ways of acting and reacting to negative situations. The cards offer children several alternative thinking patterns they can use to help them deal with their anger. For 2-6 players.

My Positive Change Go Fish Game: Positively Managing My Anger • Item #349666 • \$27.95

My Positive Change Go Fish Game: Positively Managing My ADHD

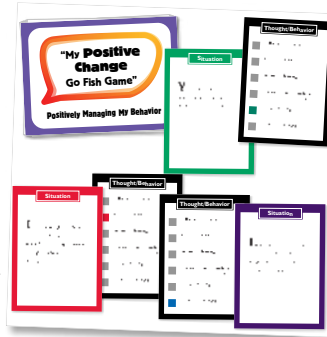
Ages 7+. The cards offer a variety of positive behavioral choices for situations that children with ADHD commonly encounter. Through repetitive play, children will learn how these new thought patterns can lead to more positive behaviors and more positive feelings. Talking, and Solving a Problem. For 2-6 players.



My Positive Change Go Fish Game: Positively Managing My ADHD • Item #349669 • \$27.95

My Positive Change Go Fish Game: Positively Managing My Behavior

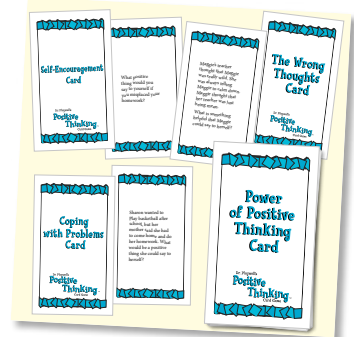
Ages 7+. This game is designed to teach children more positive ways of acting and reacting to negative situations. The cards offer children a variety of alternative thinking styles they can use to help them understand and control their negative behaviors. For 2-6 players.



My Positive Change Go Fish Game: Positively Managing My Behavior • Item #349672 • \$27.95

Dr. Playwell's Positive Thinking Card Game

Ages 6-12. This card game is designed to encourage children to develop a more positive attitude about themselves, their problems, and the people around them. For 2-4 players.



Dr. Playwell's Positive Thinking Card Game Item #383517 • \$27.95



Dr. Playwell's Coping with Stress Card Game

Ages 6-12. This fun-filled card game teaches children how to handle stress using well-researched stress reduction techniques that include: deep breathing and muscle relaxation, visualization, self-talk, and creating a healthy lifestyle. For 2-4 players.

Dr. Playwell's Coping with Stress Card Game Item #383518 • \$27.95



Dr. Playwell's Caring About Others Card Game

Ages 6-12. This game is designed to encourage children to understand and care about the feelings of others. Empathy should come naturally, yet many children seem to be unaware of how others feel. For 2-4 players.

Dr. Playwell's Caring About Others Card Game Item #383520 • \$27.95

Dr. Playwell's Communicating Feelings Card Game

Ages 6-12. Talking about feelings can be fun! Children feel better as they become more skilled at identifying and expressing their feelings. This card game is designed to encourage children to talk about their feelings and understand the feelings of others. For 2-4 players.



Dr. Playwell's Communicating Feelings Card Game Item #383521 • \$27.95

Dr. Playwell's Controlling Your Anger Card Game

Ages 6-12. This game teaches children how to recognize and change the things that make them angry, how to compromise in situations where there is a conflict, how to talk about their feelings rather than act on them, and how to self-monitor their emotions. For 2-4 players.



Dr. Playwell's Controlling Your Anger Card Game Item #383523 • \$27.95



■ card games ■



Stop That Angry Thought

Using two internal dialogue techniques—Thought Stopping and Self-Talk—kids can stop anger in its tracks. For 2-4 players.

Stop That Angry Thought • Item #W-431 • \$21.95

One of a Kind: A Self-Esteem Game

Based on the popular game Crazy Eights, this lively card game delivers fast-paced fun while helping kids become aware of their unique and special qualities. Players draw, match, and shed cards, answering questions as they go. For 2-4 players.



**One of a Kind: A Self-Esteem Game
Item #W-477 • \$21.95**



I Feel Angry When... The Game That Teaches Kids How to Keep Their Cool

This appealing game presents a tried-and-true template for expressing anger—an easy verbal formula that kids can use whenever emotions flare. For 2-6 players. ⚠️

I Feel Angry When... • Item #W-611 • \$37.95

Anger IQ

Anger IQ teaches teens and adults the impact of anger on the decision-making process so that they can better control their actions when angry feelings erupt.



Anger IQ • Item #W-639 • \$39.95

Remote Control Worry Control Game

Ages 7-15. This game uses cognitive behavioral therapy to help combat anxiety. It's use of relaxation techniques like muscle relaxation, deep breathing, and visualization are some of the strategies employed to help relieve anxiety. For 2-5 players.



**Remote Control Worry Control Game
Item #W-628C • \$27.95**

My Parents Split Up: A Card Game About Parental Separation and Divorce

This easy-to-play card game deals with the emotions, anxieties, and concerns of children going through parental separation or divorce. For 2-4 players.



My Parents Split Up • Item #W-473 • \$19.95

Too Close, Too Far, Just Right

Children take turns performing social scenarios described on Role Play Cards, and then the group decides whether their proximity to each other is appropriate for the particular situation. For 4-8 players.



**Too Close, Too Far, Just Right
Item #W-494 • \$34.95**



Anger Alert! Game

This clever card game introduces kids to these "anger alerts" and teaches 10 easy strategies they can use to calm down and retain their composure. For 2-4 players.

Anger Alert! Game • Item #W-616 • \$44.95

Remote Control Anger Control Game

Ages 7-15. This game, consisting of four card games, focuses on three essential skills for controlling anger: PAUSE and identify additional feelings, REWIND and learn from past mistakes, and FAST FORWARD and think ahead about potential consequences. For 2-5 players.



**Remote Control Anger Control Game
Item #W-628A • \$27.95**

Remote Control Impulse Control Game ⚠️

This game is a set of four card games that address these findings by focusing on three essential skills for inhibiting impulsivity: STOP and redirect behavior. REWIND and learn from past mistakes. FAST FORWARD and think ahead about potential consequences.



**Remote Control Impulse Control Game
Item #W-628B • \$27.95**



■ card games ■

PLAY 2 LEARN DOMINOES GAMES

Ages 5-10. For 2-5 players.



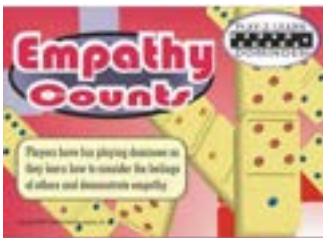
Play 2 Learn Dominoes: Feelings Fun Game

Players have fun playing dominoes while learning how to express positive and negative feelings appropriately, recognize feelings, and care about the feelings of others.



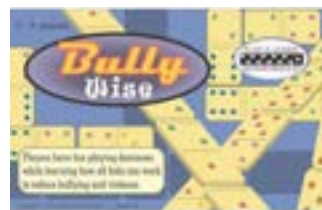
Play 2 Learn Dominoes: Friendship Game

Children will learn the essential skills of building friendships while playing an old time favorite - dominoes.



Play 2 Learn Dominoes: Empathy Counts Game

Teach young people to understand the concept of empathy, to be empathetic, and to take positive actions towards others based on empathy, all while playing dominoes and having fun!



Play 2 Learn Dominoes: BullyWise Game

In this game, players have fun playing dominoes while learning how all kids can work to reduce bullying and violence.



Play 2 Learn Dominoes: Anger Control Game

In this game, players have fun playing dominoes while learning to manage their anger and problem-solve in a thoughtful, assertive, and respectful way.



Play 2 Learn Dominoes: Cyber Smart Game

Cyber Smart is a fun and engaging way to teach players how to navigate the dangerous waters of the internet, including wireless devices such as cell phones.



Play 2 Learn Dominoes: Conflict Cruncher Game

This game teaches young people how to deal with conflict in a way where all parties involved have a positive resolution, creating a win-win situation.



Play 2 Learn Dominoes: Character Strength Game

The character strengths emphasized in this game are kindness, self control, forgiveness, modesty, leadership, and social intelligence.

Play 2 Learn Dominoes: Feelings Fun Game • Item #W-627A.....	\$27.95
Play 2 Learn Dominoes: Empathy Counts Game • Item #W-627B.....	\$27.95
Play 2 Learn Dominoes: Anger Control Game • Item #W-627C.....	\$27.95
Play 2 Learn Dominoes: Conflict Cruncher Game • Item #W-627D.....	\$27.95
Play 2 Learn Dominoes: Friendship Game • Item #W-627E.....	\$27.95
Play 2 Learn Dominoes: BullyWise Game • Item #W-627F.....	\$27.95
Play 2 Learn Dominoes: Cyber Smart Game • Item #W-627G.....	\$27.95
Play 2 Learn Dominoes: Character Strength Game • Item #W-627J.....	\$27.95



card games



Getting to College

Ages 13-18. This game will help prepare and motivate students to take the early steps, such as taking challenging courses and getting involved in extra-curricular activities. They will also get critical information about the financial aid process. For 2-5 players.

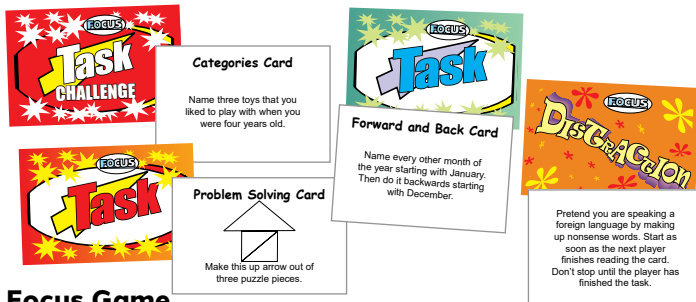
Getting to College • Item #W-630 • \$27.95

Feelings Detective Matching Game

Ages 7-12. Helps all children understand their own feelings as well as the feelings of others. It is especially helpful for children who tend to misread social cues, including those who have been diagnosed with Asperger's Syndrome.



Feelings Detective Game • Item #W-632 • \$39.95



Focus Game

Ages 7-18. This fun game is structured to encompass the essential elements of behavior modification and designed to have the greatest, positive impact on attention.

Focus Game • Item #W-634 • \$39.95

Bridge Over Worried Waters (for Anxiety Disorders)

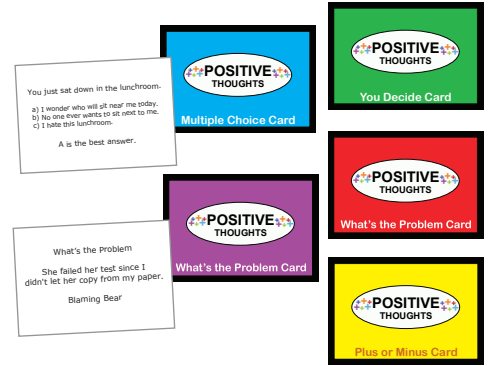
Ages 6-13. Designed to support treatment of anxiety disorders. The game incorporates relaxation, positive self-talk, and other coping behaviors into a game format.



Bridge Over Worried Waters • Item #W-637 • \$39.95

Positive Thoughts Card Game

Ages 8-11. Teach students positive thinking patterns and positive actions that they can take to deal with problems in an effective way.



Positive Thoughts Card Game • Item #W-631 • \$39.95



Social Smarts Matching Game

Ages 8-12. This matching game helps players improve their social and communication skills. It is especially helpful for children who tend to misread social cues.

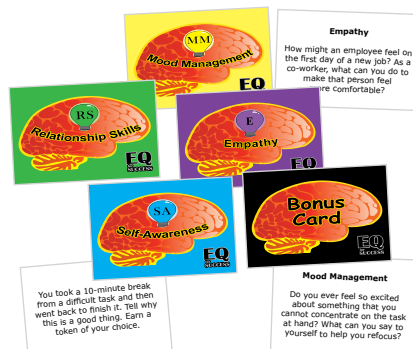
Social Smarts Game • Item #W-633 • \$39.95



Splitsville Game

Ages 7-11. Splitsville introduces children to the six skills they will need to successfully navigate a parental separation. The game uses ice cream sundae pieces to teach important coping skills.

Splitsville Game • Item #W-636 • \$39.95



EQ for Success Game

Ages 15+. This is an entertaining and engaging game that reflects the five areas of emotional intelligence: Self-Awareness, Mood Management, Empathy, and Relationship Skills. For 2-5 players.

EQ for Success Game • Item #W-638 • \$39.95



■ card games ■

TOSS & LEARN GAMES

Helps players learn important skills and apply them to commonly encountered situations.



Toss and Learn: Toss Your Anger Game

Ages 8-12. Skills learned include: being respectful, using positive self-talk, recognizing consequences, determining the right responses to anger, counting to ten and deep breathing techniques to relieve angry feelings and more!

Toss and Learn: Toss Your Anger Game
Item #W-680A • \$19.95



Toss and Learn: Take Control of Impulse Control Game

Ages 8-12. Skills learned include: thinking before you act, recognizing consequences of impulsive behavior, not acting on impulses, using self-talk to help combat impulsive urges, taking responsibility for your actions and more!

Toss and Learn: Take Control of Impulse Control Game • Item #W-680B • \$19.95



Toss and Learn: Give Everyone a Fair Shake Conflict Resolution Game

Ages 8-12. Skills learned include: being a good listener, learning to show respect, trying for a win-win solution, taking responsibility for choices made, knowing when to walk away, learning not to blame others and more!

Toss and Learn: Give Everyone a Fair Shake Conflict Resolution Game • Item #W-680C • \$19.95



Toss and Learn: Stand Against Bullying Game

Ages 8-12. Skills learned include: recognizing how to react to a bully's behavior, understanding the role of the bystander, practicing assertiveness techniques for the target, understanding when it's important to bring in a trusted adult and more!

Toss and Learn: Stand Against Bullying Game
Item #W-680D • \$19.95



Toss and Learn: Roll and Resolve Solving Problems with Friends

Ages 8-12. Skills learned include: talking it out with friends, being fair to each other, being a good listener, learning to compromise, showing empathy, recognizing when to apologize, learning to forgive and more!

Toss and Learn: Roll and Resolve Solving Problems with Friends • Item #W-680E • \$19.95



Toss and Learn Set of 5 Games

Ages 8-12. Help players learn important skills and apply them in various situations. Each game comes with 4 dice (2 blue and 2 yellow). The blue dice have situations, and the yellow dice have either questions or actions. Players roll a blue die and then roll a yellow die. Players apply the question or action on the yellow die to the situation on the blue die.

Toss and Learn: Stand Against Bullying Game
Item #2173A • \$89.95



■ card games ■



PLAY 2 LEARN Go Fish Cards

Catch Good Character Card Game
Item #W-625A • \$18.95

Reel In Responsibility Card Game
Item #W-625B • \$18.95

Hooked on Friendship Card Game
Item #W-625C • \$18.95

Catch and Release Your Anger
Item #W-625D • \$18.95

Cast Away Conflict Card Game
Item #W-625E • \$18.95

Fishing For Feelings Card Game
Item #W-625F • \$18.95

Anchor Your Stress
Item #W-625G • \$18.95

Beware of Bully Bait Card Game
Item #W-625H • \$18.95

Stream of Self Esteem Card Game
Item #W-625I • \$18.95

School of Success Card Game
Item #W-625J • \$18.95

Swimming Toward Self Control Card Game
Item #W-625K • \$18.95

Manners Are a Good Catch Card Game
Item #W-625L • \$18.95

New Fish in School Card Game
Item #W-625M • \$18.95

#W-625A Catch Good Character Card Game: Ages 5-11. This game helps youngsters improve social and emotional skills in relation to character.

#W-625B Reel In Responsibility Card Game: Ages 5-11. Players learn the importance of acting responsibly, the consequences of irresponsible behavior, and how to differentiate between responsible behavior and irresponsible behavior and learn to model what's right.

#W-625C Hooked on Friendship Card Game: Ages 5-11. Teach children how to make friends, how to be a good friend and how to resolve conflicts with peers.

#W-625D Catch and Release Your Anger: Ages 5-11. Designed to help children manage anger in a thoughtful and non-aggressive way. Each card will offer a scenario where someone has done something as a result of an angry situation.

#W-625E Cast Away Conflict Card Game: Ages 5-11. Players will learn the skills needed to resolve conflict in an assertive and nonviolent way and how to avoid conflict. Teaching players how to overcome conflict calmly and thoughtfully can lead to healthier and happier relationships.

#W-625F Fishing For Feelings Card Game: Ages 5-11. Players will learn how to recognize their own feelings, express feelings verbally in a mature way, identify feelings in others, and handle difficult situations that involve strong or negative feelings.

#W-625G Anchor Your Stress: Ages 5-11. This game teaches players about stress and anxiety and helps them deal with anxiety-provoking situations.

#W-625H Beware of Bully Bait Card Game: Ages 5-11. Help children handle bullying from the perspective of bully, target, or bystander.

#W-625I Stream of Self Esteem Card Game: Ages 5-11. Help players build their self-esteem by sharing their own efforts, accomplishments, and persistence.

#W-625J School of Success Card Game: Ages 5-11. Teach kids that success in school and later in life depends on more than intelligence and hard work.

#W-625K Swimming Toward Self Control Card Game: Ages 5-11. This game addresses the importance self-control and impulse control during school, home, and after-school activities.

#W-625L Manners Are a Good Catch Card Game: Ages 5-11. Teach players about the importance of manners and consideration in their daily lives.

#W-625M New Fish in School Card Game: Ages 5-11. This game focuses on these common fears and provides coping skills and techniques that can help with social anxiety.



■ card games ■



SMART SHARKS CARD GAMES

LEADERSHIP It's NOT for Guppies
Item #W-626A • \$18.95

STRESS Can Mess with You
Item #W-626B • \$18.95

Art of the Deal
CONFLICT RESOLUTION Tips
Item #W-626C • \$18.95

Dive into SOCIAL NETWORKING
"Netiquette Essentials"
Item #W-626D • \$18.95

Take a Chomp Out of ANGER
Item #W-626E • \$18.95

Hang in There RESILIENCE
Item #W-626F • \$18.95

Dive Into New Waters
Item #W-626G • \$18.95

Don't Drown in Drama
Item #W-626H • \$18.95

#W-626A LEADERSHIP It's NOT for Guppies Card Game:

Ages 10-15. This card game will help players improve their leadership skills and develop an understanding for the key concepts in becoming a good leader.

#W-626B STRESS Can Mess with You Card Game: Ages

10-15. This card game helps players learn to deal with stressful situations that are common in the middle school years. Shifting friendships, the start of dating, as well as financial problems at home can cause a great deal of stress.

#W-626C Art of the Deal CONFLICT RESOLUTION Tips

Card Game: Ages 10-15. Players learn the importance of acting responsibly, the consequences of irresponsible behavior, and how to differentiate between responsible behavior and irresponsible behavior and learn to model what's right.

#W-626D Dive into SOCIAL NETWORKING "Netiquette

Essentials" Card Game: Ages 10-15. Dispel the feeling of safety and inhibition that comes with being behind the keyboard.

#W-626E Take a Chomp Out of ANGER Card

Game: Ages 10-15. Teach children and teens how to control their anger in an appropriate manner.

#W-626F Hang in There RESILIENCE Card

Game: Ages 10-15. Help make the connection between resilience and meeting goals and challenges.

#W-626G Dive Into New Waters Card Game:

Ages 10-15. This game helps middle school students successfully deal with these common fears and pressures by providing coping skills and techniques that work.

#W-626H Don't Drown in Drama Card Game:

Ages 10-15. Help middle school students navigate a dramatic and emotional time in their lives.



■ card decks ■

PEP TALKS!

The sets contain 55 cards with inspiring quotes and psychological techniques, as well as action tasks.

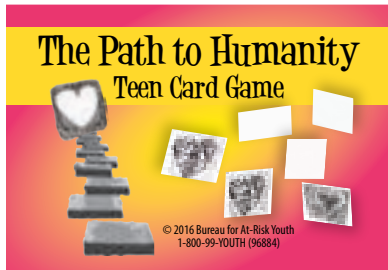
Each card has three parts: on the front is a quote or simple psychological technique, on the back is an explanation of the quote or technique, and also on the back is a behavioral assignment.

PEP Talks for Building Self-Confidence
Item #1032 • \$24.95

PEP Talks for Coping With Stress
Item #1033 • \$24.95

PEP Talks for Overcoming Anxiety & Fear
Item #1034 • \$24.95

PEP Talks for Overcoming Depression
Item #1035 • \$24.95



The Path to Humanity Teen Card Game

This card deck is designed to facilitate discussions with teens about building the character of a humanitarian. Cards can be used to begin a session or as an activity

during the session. Each card also corresponds with a page in *The Path To Humanity Teen Workbook*.

The Path to Humanity Teen Card Game
Item #5002 • \$21.95

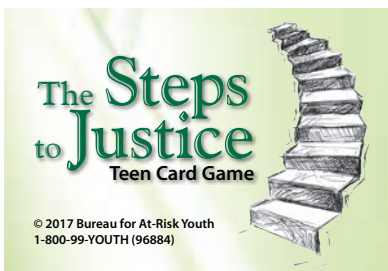


The Road to Courage Teen Card Game

Building a personal character of courage is one of the most important commitments that can be made in the adolescent years. Individual cards can be used to begin a session, an activity during the

session, or a standalone activity. These cards pose open-ended questions and thoughts that integrate knowledge about being courageous.

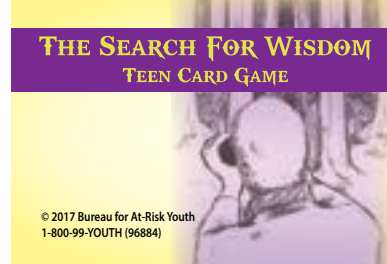
The Road to Courage Teen Card Game
Item #5007 • \$21.95



The Steps to Justice Teen Card Game

Building a personal character of justice is one of the most important commitments that can be made in the teen years. These cards pose open-ended questions and thoughts that integrate knowledge about living a just and fair life.

The Steps to Justice Teen Card Game
Item #5012 • \$21.95

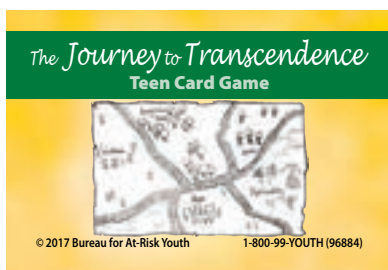


The Search for Wisdom Teen Card Game

Building a personal character of wisdom is one of the most important commitments that can be made in the adolescent years. Individual cards can be used to begin a session, an activity during the

session, or a standalone activity. These cards pose open-ended questions and thoughts that integrate knowledge about being a wise person.

The Search for Wisdom Teen Card Game
Item #5017 • \$21.95



The Journey to Transcendence Teen Card Game

These Five Transcendence Virtues are Represented in this Card Deck:
Appreciation of Natural Beauty • Gratitude • Hope • Humor • Spirituality

The Journey to Transcendence Teen Card Game
Item #5022 • \$21.95



card decks



Gaining Insight for Teens Cards

Ages 13+. Each of the 75 cards in this deck pose self-reflection questions that look at values, skills, and behavior. As a result of insights gained, opportunities for growth are explored. 4" x 6" cards, instructions.

Gaining Insight for Teens Cards
Item #337705 • \$27.95



Gaining Insight for Adults Cards

Ages 18+. Our insights help us to know what we do well and in what areas we might do better. Each of the 75 cards pose self-reflective questions to the participants. 75 cards, 4" x 6", instructions.

Gaining Insight for Adults Cards
Item #337708 • \$27.95

Self-Reflection Cards

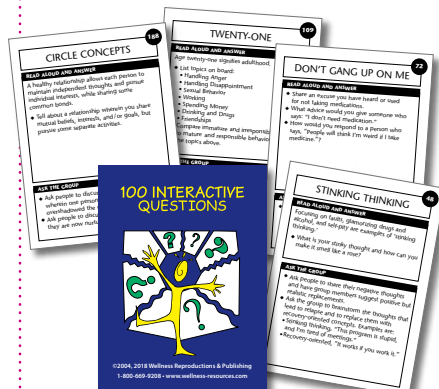
Ages 12+. Designed to facilitate groups or individual sessions aimed at developing skills for gaining insight into oneself. Can be used in a variety of creative ways to engage participants in self-reflection as they explore their feelings, attitudes, beliefs, and behaviors.



Gaining Insight for Teens Cards
Item #337714 • \$21.95

100 Interactive Activities Cards

Ages 13+. These cards supply a succinct therapeutic concept from the book with a related question to help participants think, communicate, and interact on important and relevant topics.



100 Interactive Activities Cards
Item #337717 • \$27.95

Healthy Body Healthy Mind

This card deck is designed for people who want to explore the connection between having a healthy body and healthy mind, and related issues. 72 Cards. For 4-14 players.

**Healthy Body
Healthy Mind**

Healthy Body Healthy Mind • Item #337726 • \$21.95

Building
**HEALTHY
SUPPORTS**

Building Healthy Supports

Ages 18+. This card deck is designed for people who want to explore how to build healthy supports - both by being supported and supportive. 72 Cards. For 4-14 players.

Building Healthy Supports • Item #337729 • \$21.95

Activities of Daily Living

Ages 18+. This card deck is designed for people who want to explore life activities, as well as get support and new ideas about daily life activities. 72 Cards. For 4-14 players.

**Activities of
Daily Living**

Activities of Daily Living • Item #337732 • \$21.95

managing a
**MENTAL
ILLNESS**

Managing a Mental Illness

This card deck is designed for people who want to explore the issues common to consumers of mental health services and their families. 72 Cards. For 4-14 players.

Managing a Mental Illness • Item #337735 • \$21.95

Who Am I? Warm Ups

Ages 18+. The topics are light and of a non-confidential nature; they are not deep and personal. These cards are appropriate if a group leader wants to develop rapport and a safe environment with group members and/or if group members do not know each other and basic trust needs to be established. 72 Cards. For 4-14 players.

**Who-Am-I?
WARM UPS**

Who Am I? Warm Ups • Item #337738 • \$21.95

**Social
Situations**

Social Situations

This card deck is designed for people who want to explore issues common to challenging social situations. 72 Cards. For 4-14 players.

Social Situations • Item #337741 • \$21.95



■ card decks ■

Brain Boosters Cards

Ages 9+. This deck is sure to arouse memory, creativity, and imagination. It will also enhance decision-making and problem-solving skills. For 3-16 players.



Brain Boosters Cards • Item #349462 • \$21.95

Anger Control Problem-Solving Cards

Ages 6-12. Help children develop self-awareness and behavioral skills.



**Anger Control Problem-Solving Cards
Item #349465 • \$24.95**

ADHD Self-Control Problem-Solving Cards

Ages 6-12. Help children develop impulse control.



**ADHD Self-Control Problem-Solving Cards
Item #349471 • \$24.95**

Conflict Resolution Problem-Solving Cards

Ages 6-14. The cards depict children in conflict with other children as well as with adults. Includes 24 cards and a manual featuring discussion ideas.



**Conflict Resolution Problem-Solving Cards
Item #349801 • \$24.95**

Divorce Problem-Solving Cards

Ages 6-12. This card set, with all new art, has multiple uses in the assessment and treatment of common childhood problems. Cards depict situations common to families in transition.



**Divorce Problem-Solving Cards
Item #349486 • \$24.95**

Enhancing Social Skills in Older Adults Cards

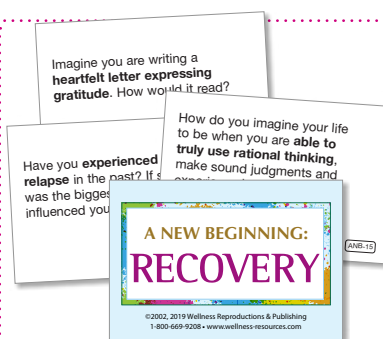
Great tool for working with older adult clients in a group setting!



**Enhancing Social Skills in Older Adults Cards
Item #349504 • \$21.95**

A New Beginning Recovery Cards

This card deck is designed to enhance recovery skills for those overcoming addictive behaviors. Cards reinforce skills, generate discussions, and integrate learning. The deck can be used to creatively facilitate groups or individual sessions. 72 Cards.



**A New Beginning Recovery Cards
Item #349492 • \$21.95**

The Social Skills Program Card Deck

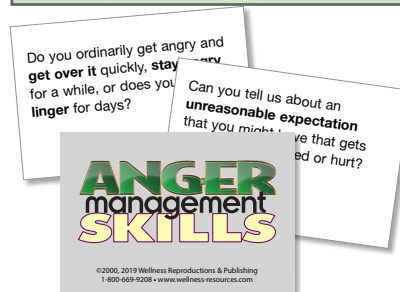
Ages 12+. These cards are designed to help group members express important personal thoughts and feelings about effective and ineffective social skills that are influential in their lives.



**The Social Skills Program Card Deck
Item #349501 • \$21.95**

Anger Management Skills Cards

Ages 15+. This card deck is designed to facilitate discussions and development of anger management skills. For 4-14 players.



**Anger Management Skills Cards
Item #349507 • \$21.95**

Anger Management Situations Cards

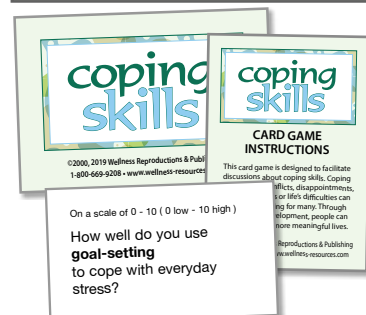
Ages 15+. Designed to facilitate discussions and development of anger management skills. The cards cover a wide variety of situations. For 4-14 players.



**Anger Management Situations Cards
Item #349510 • \$21.95**

Coping Skills Cards

Ages 15+. This card deck is designed to facilitate discussions about coping skills. Coping with sadness, conflicts, disappointments, anxiety, illnesses, or life's difficulties can be overwhelming for many. 72 cards. For 3-10 players.



Coping Skills Cards • Item #349525 • \$21.95



■ card decks ■



Decision making: 2 Decks In 1

Ages 15+. This card deck is designed to facilitate discussions about coping skills. Coping with sadness, conflicts, disappointments, anxiety, illnesses, or life's difficulties can be overwhelming for many. 72 cards. For 4-14 players.

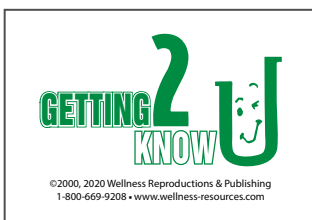
Decision Making: 2 Decks in 1 • Item #349528 • \$21.95

Community Resources Cards

Ages 15+. This card deck is designed to increase awareness of community resources. 72 cards. For 4-14 players.



Community Resources Cards • Item #349534 • \$21.95



Getting 2 Know U Cards

Ages 13+. Break the ice with these simple, social interaction cards! This deck is designed for people to get to know each other. 72 cards. For 4-14 players.

Getting 2 Know U Cards • Item #349537 • \$21.95

Time Management Cards

Ages 15+. This card deck is designed to facilitate discussions and/or activities about time management. 72 cards.



Time Management Cards • Item #349552 • \$21.95



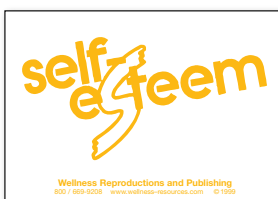
Healthy Living Cards

Ages 15+. The cards feature a variety of open ended questions designed to facilitate a discussion on healthy living. 72 cards.

Healthy Living Cards • Item #349555 • \$21.95

Self-Esteem Cards

Ages 12+. A practical, easy way to broach this all-important topic. These cards are thought-provoking and interesting. 72 cards.



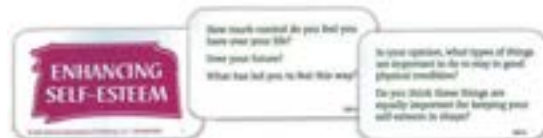
Self-Esteem Cards • Item #349567 • \$21.95

Strategies for Anger Management Cards

Ages 13-18. This card deck is designed to facilitate groups or individual sessions aimed at developing skills for anger management and conflict resolution.



**Strategies for Anger Management Cards
Item #349612 • \$21.95**



Enhancing Self-Esteem in Older Adults Cards

The 72, thought-provoking cards are versatile when working with a group.

**Enhancing Self-Esteem in Older Adults Cards
Item #349615 • \$21.95**

Strategies for Motivation Cards

Ages 12+. This card deck is designed for people who want to explore ways to get unstuck and feel more motivated. 72 cards. For 4-14 players.



**Strategies for Motivation Cards
Item #349621 • \$21.95**

Self-Esteem Program Cards

Ages 12+. Cards can be used alone or with the supporting materials. Divided into 5 mini-decks of 15 cards each. Body-Image and Self-Image, Decision-Making Effectiveness, Personal Responsibility, Self-Esteem, and Values Motivation.



**Self-Esteem Program Cards
Item #349627 • \$21.95**

The Stress Management Program Cards

Ages 12+. These cards are designed to help group members learn more about themselves and their effectiveness in managing stress.



**The Stress Management Program Cards
Item #349630 • \$21.95**



■ card decks ■

S.E.A.L.S. CARDS

Ages 12-18. Help build student's self-esteem through interactive activities. Each deck includes 75 cards. Each card corresponds to an activity in the S.E.A.L.S. Books. Cards can also be used alone.

SEALS+PLUS Cards • Item #349633 • \$21.95

SEALS II Cards • Item #349636 • \$21.95

SEALS III • Item #349639 • \$21.95

SEALS IV • Item #349642 • \$21.95



Self-Manager Cards

Self-Manager I Cards: Topics: assertion, discharge, planning, emotion, identification, exercise, and more!

Self-Manager II Cards: Topics: activities of daily living, anger management, assertion, communication, and more!

Self-Manager III Cards: Topics: aging, body image, creative expression, healthy living, and more!

Self-Manager IV Cards: These cards are designed to facilitate discussions & development of life management skills. They cover a wide variety of topics.

Self-Manager V Cards: These cards are designed to facilitate discussions & development of life management skills. They cover a wide variety of topics.

Self-Manager VI Cards: These cards are designed to facilitate discussions & development of life management skills. They cover a wide variety of topics.

Self-Manager VII Cards: Topics: Activities of Daily Living, Anxiety, Communication, Coping, Emotions, Goals, Leisure, and more!

Self-Manager VIII Cards: Topics: Activities of Daily Living, Communication, Coping & Recovery Skills, Discharge Planning, and more!

Self-Manager I Cards..... Item #350350 • \$21.95

Self-Manager II CardsItem #350365 • \$21.95

Self-Manager III Cards..... Item #350371 • \$21.95

Self-Manager IV Cards..... Item #350344 • \$21.95

Self-Manager V Cards.....Item #350347 • \$21.95

Self-Manager VI Cards..... Item #350320 • \$21.95

Self-Manager VII Cards.....Item #350353 • \$21.95

Self-Manager VIII CardsItem #350356 • \$21.95



The Relationships Cards

Practical resource for domestic violence prevention and intervention, and for clinicians working to help individuals or couples develop skills for building healthy relationships.

At what point in a relationship do you think it is a good time to begin a conversation about sex?

Describe a time when someone invaded your personal space, and explain how you handled it.

Do you believe that men and women are generally treated as equals in the society you live in? Why or why not?

Relationships

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1-800-444-7228 • www.wellness-reproductions.com

The Relationships Cards • Item #349645 • \$21.95



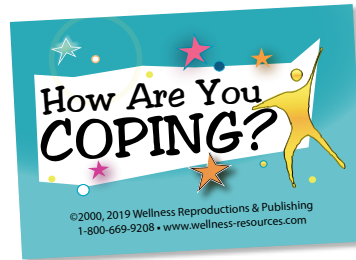
■ card decks ■



Emotions Flashcards

The Emotions Vocabulary Flashcards are designed to enhance emotion identification and awareness programming for both youth and adults. 63 Cards. Reference guide.

Emotions Flashcards • Item #349648 • \$25.95



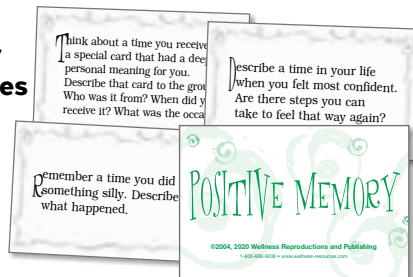
How Are You Coping?: Coping Skills Cards

Cards contain 72 open-ended questions designed to introduce the skills needed to cope more effectively.

**How Are You Coping?: Coping Skills Cards
Item #383473 • \$21.95**

101 Positive Memory Cards: Using Memories to Master Emotions

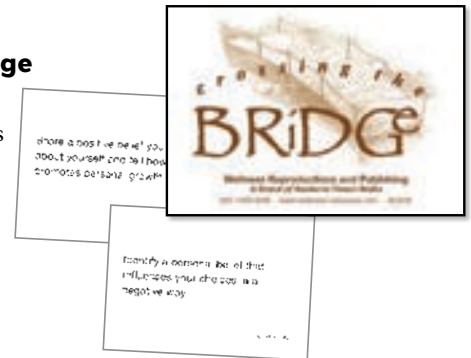
Aims to retrieve specific positive memories from the past using open-ended questions.



101 Positive Memory Cards: Using Memories to Master Emotions • Item #349483 • \$21.95

Crossing the Bridge Cards

Ages 12-18. Each card is designed to encourage a better quality of life through understanding of how to make positive changes in self-esteem. For 4-14 players.



Crossing the Bridge Cards • Item #390415 • \$21.95



\$\$\$ Management Cards

Ages 15+. Intended to facilitate discussions and/or activities about money management. 72 Cards. For 4-14 players.

\$\$\$ Management Cards • Item #366361 • \$21.95

Go for the Goal! Cards

Ages 15+. This card game is designed to facilitate discussions and/or skills about goals. Instructions include alternative use of cards. 72 Cards. For 4-14 players.



Have you ever used a **monthly planner or calendar**? Do you think this could help you to attain your goals?

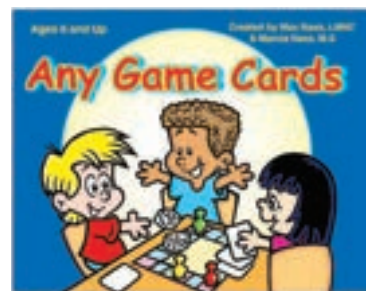
Go for the Goal! Cards • Item #378592 • \$21.95



Job Skills Cards

Ages 15+. This card game is designed for people considering entering the workforce, re-entering, presently working, or volunteering. 72 Cards.

Job Skills Cards • Item #378598 • \$21.95



Any Game Cards (6 card decks)

Ages 6+. These cards were developed for use with young clients who often want to play popular games. Simply add in these one-sentence cards to any popular game to make it therapeutic.

Any Game Cards • Item #395907 • \$27.95

Clue Cards: 5 Card Packs to Improve Social Communication

Ages 6-16. Clue Cards help children and teens learn to perceive and understand the "details" of social presentation. An informative instruction booklet offers clear guidelines for using these 5 card decks.



Clue Cards: 5 Card Packs to Improve Social Communication • Item #W-475 • \$59.95



■ card decks ■



Dear Jess, I'm Stressed!

Ages 12-18. Uses age-appropriate questions to start teens thinking about the vital issues in their lives. Each card has a letter from a stressed-out teen asking for advice.

Dear Jess, I'm Stressed!
Item #383598 • \$21.95



Making and Keeping Friends

Ages 12-18. These deck of cards focus on real-life situations that help teens reflect on their own friendship skills and their personal values as they make and keep friends.

Making and Keeping Friends
Item #383601 • \$21.95



Managing Your Anger Situations

Ages 12-18. Uses age-appropriate questions to start teens thinking about the vital issues in their lives.

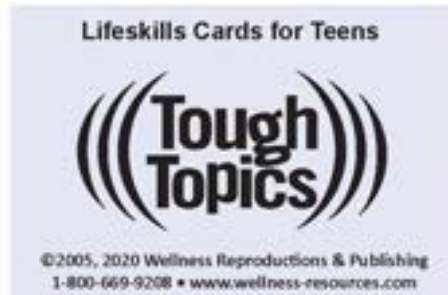
Managing Your Anger Situations
Item #383604 • \$21.95



Talents & Interests

Ages 12-18. Uses age-appropriate questions to start teens thinking about the vital issues in their lives

Talents & Interests
Item #383607 • \$21.95



Tough Topics

Ages 12-18. Straightforward questions about the challenging health, personal, and social issues that teens are presented with in school and home, to elicit opinions, views, and values.

Tough Topics
Item #383610 • \$21.95



Which Best Describes You?

Ages 12-18. Uses age-appropriate questions to start teens thinking about the vital issues in their lives.

Which Best Describes You?
Item #383613 • \$21.95



■ dvds ■

Drug Class 13-Part DVD Series



Welcome To Drug Class
Item #22441 • \$39.95

Just Say Know
Item #22442 • \$39.95

Kristie's Story
Item #22443 • \$39.95

What You Don't Know About Marijuana
Item #22444 • \$39.95

Kirsten's Story
Item #22445 • \$39.95

Denial
Item #22446 • \$39.95

Travis' Story
Item #22447 • \$39.95

Normal? Brain Chemistry
Item #22448 • \$39.95

Cyara's Story
Item #22449 • \$39.95

The Four Horsemen of the Drug Addiction Apocalypse
Item #22450 • \$39.95

Recovery / Relapse
Item #22451 • \$39.95

Let's Make it to Graduation
Item #22452 • \$39.95

Where do We Go from Here?
Item #22453 • \$39.95

#22441 Welcome To Drug Class: Question everything you think you know about substance abuse.

#22442 Just Say Know: Help students identify their goals and understand their drug abuse.

#22443 Kristie's Story: After nearly overdosing, Kristie re-discovers how rewarding family can be.

#22444 What You Don't Know About Marijuana: Learn what marijuana does to your body.

#22445 Kirsten's Story : Kirsten looks for activities to occupy her time now that she is clean and sober.

#22446 Denial: Break down the defense mechanisms that justify drug abuse.

#22447 Travis' Story: Discusses polysubstance abuse and self-mutilation.

#22448 Normal? Brain Chemistry: Discover what effects drugs and alcohol have on your brain and how it affects you.

#22449 Cyara's Story: Cyara is battling depression, recovering from drug abuse, and trying to re-establish a relationship with her mother.

#22450 The Four Horsemen of the Drug Addiction Apocalypse: Explore what character traits are needed to begin recovery.

#22451 Recovery / Relapse: Use as a tool for discussing relapse and ways to prevent it.

#22452 Let's Make it to Graduation: Explore how Drug Class participants are able to graduate school.

#22453 Where do We Go from Here?: Recap all the major themes and characters of season one.



■ dvds ■

Drug Class 2

13-Part DVD Series



**AGES
12 AND UP**

Welcome Back To Drug Class
Item #1257 • \$39.95

Emotional Growth
Item #1258 • \$39.95

Nolan
Item #1259 • \$39.95

Addiction is a Family Disease
Item #1260 • \$39.95

Carly and Zoe
Item #1261 • \$39.95

Impairment Part 1
Item #1262 • \$39.95

Curtis
Item #1263 • \$39.95

Chelsie
Item #1264 • \$39.95

Impairment Part 2
Item #1265 • \$39.95

Post Acute Withdrawal Syndrome
Item #1266 • \$39.95

Spirituality
Item #1267 • \$39.95

Lauren
Item #1268 • \$39.95

Looking Back
Item #1269 • \$39.95

#1257 Welcome Back To Drug Class: Once again, we have the opportunity to follow several students and their families as they deal with drug addiction and recovery.

#1258 Emotional Growth: Heavy drug and alcohol use stunts Kristie's emotional growth and maturity.

#1259 Nolan: Nolan must regain his relationship with his mother after years of drug use.

#1260 Addiction is a Family Disease: Use as a tool for discussing the way substance abuse affects everyone in a home.

#1261 Carly and Zoe: Tells the story of Carly and Zoe, two sisters who begin using drugs and the effect it has on their relationship and lives.

#1262 Impairment Part 1: This episode focuses on the seriousness of drinking and driving.

#1263 Curtis: Curtis, a former athlete, prepares to leave a rehabilitation center.

#1264 Chelsie: Tells the story of Chelsie, whose substance abuse problem is sparked by a sexual assault she has kept secret.

#1265 Impairment Part 2: A mother who has recently lost her son to drinking and driving talks to the class.

#1266 Post Acute Withdrawal Syndrome: Use as a tool for discussing Post Acute Withdrawal Syndrome.

#1267 Spirituality: One of the things that helps many people is the development of their personal spirituality.

#1268 Lauren: An intervention is arranged, but Lauren resists rehab.

#1269 Looking Back: Drug Class is about progress. In this episode we recap the stories of our participants and take a look at where they are now.





Drug Class 3

13-Part DVD Series



Welcome Back
Item #1849 • \$39.95

How Do I Get Help?
Item #1850 • \$39.95

Celebrate Sobriety
Item #1851 • \$39.95

Making Amends
Item #1852 • \$39.95

Brain Chemistry
Item #1853 • \$39.95

Finding Independence
Item #1854 • \$39.95

Binge Drinking
Item #1855 • \$39.95

Megan's Seminar
Item #1856 • \$39.95

Is Treatment Right For You?
Item #1857 • \$39.95

Staying Healthy
Item #1858 • \$39.95

What is Codependency
Item #1859 • \$39.95

The Dark Side of Drugs
Item #1860 • \$39.95

The Reunion
Item #1861 • \$39.95

#1849 Welcome Back: Chelsie discusses what it's like to be a mom and the responsibilities that come with it.

#1850 How Do I Get Help?: Megan wants help, but is having trouble figuring out how to admit her need for help.

#1851 Celebrate Sobriety: Hayley celebrates one year of sobriety.

#1852 Making Amends: Caroline realizes that her years of drug use have broken trust with her family.

#1853 Brain Chemistry: Students look at SPEC images of normal brains and brains that have spent years drinking and doing drugs.

#1854 Finding Independence: Michael realizes he is not yet ready for independence in his sobriety.

#1855 Binge Drinking: Jessa reduces her consumption of drugs, but continues to binge drink.

#1856 Megan's Seminar: Megan gains confidence by telling her story at a FASD seminar.

#1857 Is Treatment Right For You?: Explore youth treatment centers and what is involved.

#1858 Staying Healthy: This episode shares the importance of staying healthy and ways of accomplishing this goal.

#1859 What is Codependency: Michael and his mother Keely discuss their drug and alcohol problems and their co-dependency issues.

#1860 The Dark Side of Drugs: Explores the dark side of drugs including suicide.

#1861 The Reunion: All three Drug Classes come together to discuss how Drug class has helped them.



■ dvds ■



Most Used, Most Abused Drug Series

#1519 Binge Drinking Blowout 2: A text conversation opens Binge Drinking Blowout, a "no-use" message documentary focusing on how excessive drinking affects young adults.

#1520 Smoking: the Toxic Truth 2: Discourage teens from smoking by exploring the toxic consequences.

#1521 This is Your Brain on Alcohol 2: Teach middle school students about the development of their brains.

#1522 Tobacco Horror Picture Show 2: Humor with horror drive home the message that nicotine hooks you, while tar in tobacco kills you.

#1523 Marijuana: the Gateway Drug 2: Marijuana is not a harmless drug, its use brings harsh consequences.

Binge Drinking Blowout 2
Item #1519 • \$39.95

Smoking: the Toxic Truth 2
Item #1520 • \$39.95

This is Your Brain on Alcohol 2
Item #1521 • \$39.95

Tobacco Horror Picture Show 2
Item #1522 • \$39.95

Marijuana: the Gateway Drug 2
Item #1523 • \$39.95

Stepping UpTM with Michael Pritchard

#1713 Stepping Up to Bullying: Teach children how to stand-up to bullying in a variety of situations.

#1714 Stepping Up to Cyber Bullying & Web Safety: This program deals with the growing and complex issues of cyber bullying and web safety in a warm-hearted, uproarious skit.

#1715 Stepping Up to Character: Teach children a variety of skills that build good character.

#1716 Stepping Up to Life Skills: Teach children important life lessons through interactive video series.

Stepping Up to Bullying
Item #1713 • \$69.95

Stepping Up to Cyber Bullying & Web Safety
Item #1714 • \$69.95

Stepping Up to Character
Item #1715 • \$69.95

Stepping Up to Life Skills
Item #1716 • \$69.95



Building Character,
Resiliency, and
Emotional
Intelligence
in Youth



AGES
12 TO 18

LifeSteps™ Series with Michael Pritchard

#349813 The ABCs of Emotional Intelligence: Teach teens the key elements of emotional intelligence.

#349816 Bouncing Back: Help teens learn and build resiliency skills.

#349819 Building Character: Help teens build good character.

#349828 Creative Problem Solving: Teach teens how to identify problems, deal with them forthrightly, brainstorm creative options, and choose positive solutions.

#349831 Doing Your Best: Teach teens about motivation, commitment, goal setting, persistence, and the power of self-confidence.

#349837 Developing Healthy Relationships: Teach teens how to build their own support system, recognize true friends, foster open communication with adults, and more.

#349840 Empathy, Caring, and Compassion: Teach teens about empathy, the importance of compassion, and more.

#349843 Getting Along with Others: Help teens assert themselves in a non-aggressive manner.

#349867 Knowing Who You Are: Teach teens how to reflect on their behavior and learn from experiences.

with Michael Pritchard



The ABCs of Emotional Intelligence
Item #349813 • \$59.95

Bouncing Back
Item #349816 • \$59.95

Building Character
Item #349819 • \$59.95

Creative Problem Solving
Item #349828 • \$59.95

Doing Your Best
Item #349831 • \$59.95

Developing Healthy Relationships
Item #349837 • \$59.95

Empathy, Caring, and Compassion
Item #349840 • \$59.95

Getting Along with Others
Item #349843 • \$59.95

Knowing Who You Are
Item #349867 • \$59.95

Responsibility
Item #349885 • \$59.95

Respect
Item #349888 • \$59.95

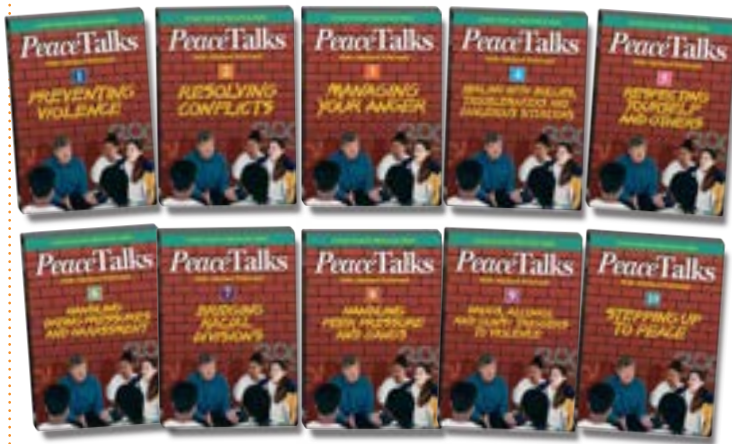
Taking Charge
Item #349900 • \$59.95

#349885 Responsibility: Teach teens how to be dependable and trustworthy.

#349843 Respect: Help students understand empathy and respect as the basis of all relationships.

#349900 Taking Charge: Help build the emotional skills of responsibility and self-control in students.





PeaceTalks™ Series

#349822 Bridging Racial Divisions: Help teens from different racial groups move past the stereotypes and conflicts that divide them.

#349834 Dealing With Bullies: Teach teens how to best handle bullies and protect victims without getting hurt.

#349846 Handling Dating Pressure and Harassment: Help teens prevent abuse and build healthy positive relationships.

#349849 Handling Peer Pressure and Gangs: Teach teens how to make good friends and stay out of trouble.

#349873 Managing Your Anger: Teach teens how to express anger in non-hurtful ways and let go of pent-up resentments.

#349879 Preventing Violence: A must-have tool for every violence-prevention program.

#349882 Resolving Conflicts: Teach teens the importance of good communication skills.

#349891 Respecting Yourself and Others: Help teens build a positive self-image, confidence, and composure in the face of disrespect.

#349894 Stepping Up to Peace: Teach teens how to reflect on their behavior and learn from experiences.

#366130 Drugs, Alcohol and Guns: Triggers to Violence: Learn the shocking truth about the prevalence of drugs, alcohol, and guns at teen parties.

Bridging Racial Divisions
Item #349822 • \$49.95

Dealing With Bullies
Item #349834 • \$49.95

Handling Dating Pressure and Harassment
Item #349846 • \$49.95

Handling Peer Pressure and Gangs
Item #349849 • \$49.95

Managing Your Anger
Item #349873 • \$49.95

Preventing Violence
Item #349879 • \$49.95

Resolving Conflicts
Item #349882 • \$49.95

Respecting Yourself and Others
Item #349891 • \$49.95

Stepping Up to Peace
Item #349894 • \$49.95

Drugs, Alcohol and Guns: Triggers to Violence
Item #366130 • \$49.95

Peace Talks Activity Book CD
Item #1272 • \$21.95



#1272 Peace Talks Activity Book CD

This CD is packed with activities that correspond to each of the 10 programs in the PeaceTalks series. Each section includes an On Your Own, Group Activities, and Service Projects section filled with fun and compelling activities that reinforce key concepts from PeaceTalks.



The Assignment: Girls, Cliques, and Cruelty DVD

Ages 11-15. Dramatizations of a cruel clique help discuss bullying behavior.

The Assignment: Girls, Cliques, and Cruelty DVD
Item #349963 • \$79.95



CARL: A Program About the Consequences of Bullying and Teasing DVD

Help educators, teachers, counselors, parents, and students recognize the emotional and psychological impact teasing has on young people.

CARL: A Program About the Consequences of Bullying and Teasing DVD • Item #350002 • \$59.95



Kelly Bear DVD Series



Emotional Development and Self-Understanding

Item #349855 • \$39.95

Resolving Disputes

Item #349858 • \$39.95

Bullying

Item #349861 • \$39.95

About Self-Control

Item #349864 • \$39.95

Respectfulness and Friendship Skills

Item #371407 • \$39.95

Social Competence and Positive Behaviors

Item #371410 • \$39.95

Problem-Solving Skills and Anger Management

Item #371413 • \$39.95

Healthy living Habits and Refusal Skills

Item #371416 • \$39.95

Personal Safety

Item #371419 • \$39.95

Secret Touching

Item #378586 • \$39.95

#349855 Emotional Development and Self-Understanding:

This DVD increases children's understanding of their emotions. It teaches positive ways to deal with sadness, loneliness, and fear.

#349858 Resolving Disputes: Children learn communication and mediation skills such as listening, empathy, and impartiality that assist them in helping themselves and peers settle disagreements peacefully.

#349861 Bullying: Children discover that bullying is not only physical intimidation and extortion, but teasing, gossiping and excluding.

#349864 About Self-Control: Children learn to accept responsibility for their behavior and a variety of useful coping skills, such as self-talk, to control their negative emotions and impulses.

#371407 Respectfulness and Friendship Skills : Teach children about respect, self-control, and empathy.

#371410 Social Competence and Positive Behaviors: Children learn that everyone makes mistakes, and they learn to engage in acceptable behaviors and to accept responsibility for their actions.

#371413 Problem-Solving Skills and Anger Management:

Help children deal with their angry emotions in positive ways.

#371416 Healthy living Habits and Refusal Skills:

Help children develop healthy living habits.

#371419 Personal Safety: Discuss basic security rules with children.

#378586 Secret Touching: Teach children the difference between good touch, bad touch, and secret touch.



Kelly Bear CD (29 Songs)

Help children develop interpersonal skills that will assist them in making positive life choices.

Kelly Bear CD • Item #371720 • \$26.95



■ game books ■



You Can Control Your Anger Book

Ages 5-12. This spiral-bound game book comes with an attached spinner, and contains over 300 questions to teach children anger control.

You Can Control Your Anger Book
Item #63035 • \$23.95



You Can Control Your Impulses Game Book

Ages 5-12. Over 300 questions encourage children to stop and think about their behavior and the likely outcomes.

You Can Control Your Impulses Game Book
Item #1824 • \$23.95



You Can Make Friends Game Book

Ages 5-12. This game book will make it easier for children to develop better social skills.

You Can Make Friends Game Book
Item #63036 • \$23.95



You Can Control Your Worries Game Book

Ages 5-12. There are three games in this highly portable game-book that teach kids to recognize and practice the top 10 ways to handle anxiety.

You Can Control Your Worries Game Book
Item #1289 • \$23.95

In Control Game Book

Ages 7-12. This book of six games helps children keep cool under any circumstances. The colorful game board is bound into the middle of the spiral-bound book, ready to be used for play. For 2-4 players.



In Control Game Book • Item #349411 • \$49.95



Talking Tools Game Book

Ages 5-10. This fun game book includes eight discussion-oriented games covering the topics of frustration management, expression of feelings, friendship, safety, cooperation, divorce, bereavement, and self-concept. For 2-4 players.

Talking Tools Game Book • Item #350113 • \$49.95



Dr. Playwell's Anger Control Games

Ages 5-10. The games teach children such skills as recognizing what triggers their anger, self-control, self-calming, and much more. For 2-4 players.

Dr. Playwell's Anger Control Games
Item #1005817 • \$49.95



Changing Family Game Book

Ages 6-12. Help children cope with many of the changes families can experience. For 2-4 players.

Changing Family Game Book • Item #350125 • \$49.95



Healing Game Book

Ages 6-12. Healing Games is a collection of six board games designed to help children who have experienced serious life events that have left them feeling sad, angry, helpless, and even depressed. For 2-4 players.

Healing Game Book • Item #350155 • \$49.95



■ posters ■



How Are You Feeling Today? Mini Poster Set of 12

These fun mini posters are brightly colored and feature 25 expressive photos of different emotions. 4" x 6".

How Are You Feeling Today? Mini Poster Set of 12
Item #53411 • \$9.95

Mini Young Children's Feelings Poster Set of 12

Features 9 different emotions. 4" x 6".

Mini Young Children's Feelings Poster Set of 12
Item #53412 • \$9.95



Sign Your Emotions Poster

Teach children how to sign their feelings using ASL.
24" x 37".



Sign Your Emotions Poster • Item #338518 • \$19.95

Mini Spanish/ English Feelings Poster with Graphics Set of 12

Features 25 different emotions with English/Spanish labels.
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Mini Spanish/English Feelings Poster with Graphics Set of 12 • Item #53414 • \$9.95

Mini Spanish/ English Youth Feelings Poster Set of 12

Features 25 different feelings in full color with English/Spanish labels.
4" x 6".



Mini Spanish/English Youth Feelings Poster Set of 12
Item #53415 • \$9.95



■ posters ■



Mini Feelings Poster with Colored Graphics Set of 12

Features 25 emotions in full color.
4" x 6".

Mini Feelings Poster with Colored Graphics Set of 12
Item #53416 • \$9.95



Laminated Child Feelings Poster

Pictures of actual children acting out various emotions helps social and emotional development.
18" x 24".

Laminated Child Feelings Poster
Item #53694 • \$16.95

Mini Blue Feelings Poster Set of 12

This set of 12 mini posters has cute cartoon faces illustrating 25 different emotions. 4" x 6".



Mini Blue Feelings Poster Set of 12
Item #53418 • \$9.95

Laminated Blue Feelings Poster with Graphics

This poster measures 18 x 24 inches and features lively cartoon faces expressing a number of different emotions.



Laminated Blue Feelings Poster with Graphics
Item #53695 • \$16.95



Mini Teen Feelings Poster Set of 12

Each poster measures 4 x 6 inches and features 25 lively teen faces expressing different emotions.

Mini Teen Feelings Poster Set of 12
Item #53419 • \$9.95



Laminated Teen Feelings Poster

Sturdy laminated poster, with expressive photographs and identifying feeling words.
18" x 24".

Laminated Teen Feelings Poster
Item #53696 • \$16.95

Laminated Spanish/English Youth Feelings Poster

Sturdy laminated poster with expressive photographs and identifying feeling words.
18" x 24".



Laminated Spanish / English Youth Feelings Poster
Item #53693 • \$16.95

Laminated Spanish/English Feelings Poster with Graphics

Describes each feeling in both Spanish and English.
Measures 18 x 24 inches.



Laminated Spanish/English Feelings Poster with Graphics • Item #53697 • \$16.95



■ posters ■



Don't Stand By, Stand Up Posters

Grades K-8. Encourage bystanders to use their power to put an end to bullying in your school. These eye-catching, colorful posters identify safe ways students can take a stand against bullies. Each poster is beautifully laminated, making it durable and easy to hang throughout your school. Posters are 18" x 24".

- Speak UpItem #1015955 • \$9.95
- Tell An Adult..... Item #1015956 • \$9.95
- Be A Friend.....Item #1015957 • \$9.95
- Ask Others To Help Item #1015958 • \$9.95
- Refuse To Join In..... Item #1015959 • \$9.95



Who's Responsible? Poster

Reinforce responsible behavior and thinking before you act.

Who's Responsible? Poster • Item #W-618A • \$9.95



Kelly Bear Cares Posters

Four 11" x 17" Posters:

- Steps to Solving Problems
- S.T.F.A.
- Ways to say "No"
- Kelly Bear Safety Questions

Kelly Bear Cares Posters • Item #366037 • \$16.95

Anger Alert! Posters

Set of Two

The warning signs posters helps them see the signs before it's too late, and the controls poster offers strategies to deal with rising anger.



Anger Alert! Posters, Set of Two
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Rules & Reasons Poster

Proactively teach children the consequences of breaking rules.
24" x 36".



Rules & Reasons Poster • Item #338503 • \$19.95



■ puzzles ■



Who is Being Helpful?: Friendship Farm Puzzle Game

Ages 4-10. This unique puzzle is designed to stimulate social learning. It can be played in counseling sessions, in the classrooms, or at home. This puzzle focuses on being helpful.

Who is Being Helpful?: Friendship Farm Puzzle Game
Item #1068 • \$29.95



Who is Being Responsible & Respectful?: Friendship Farm Puzzle Game

Ages 4-10. This unique puzzle is designed to stimulate social learning. It can be played in counseling sessions, in the classroom, or at home. This puzzle focuses on respect and responsibility.

**Who is Being Responsible & Respectful?:
Friendship Farm Puzzle Game • Item #1069 • \$29.95**

■ programs ■

get.a.voice!

Be a leader. Make a difference. Get a voice.

get.a.voice® helps our youth become more conscious of and take responsibility for their thoughts, words, and ultimately, actions. With extensive input from teachers, administrators, counselors, support staff, students, and parents across 17 schools in New York State, get.a.voice® evolved to become a language-based approach to:

- Decrease name-calling and bullying
- Increase how often students and adults felt safe, valued, respected, and connected
- Achieve these goals in ways that saved time for teachers and other educators

get.a.voice® Kits

Grades K-2 Kit • Item #1993A • \$119.95
Grades 3-5 Kit • Item #1994A • \$119.95
Grades 6-8 Kit • Item #1995A • \$119.95



Each program includes:
(Age appropriate materials included for each grade level)

- 1 Educator's Guide
- 2 17" x 22" Posters
- 30 Promise Cards
- 30 Family Pledge Cards

- 30 Power Cards
(In grades 3-5 and 6-8 only)
- 30 Postcards
- 30 Bookmarks

- 30 Stickers
- 30 Pencils with Pencil Shields
- 1 Teacher Promise Card
- 1 Teacher VIP Badge





The Guidance Group specializes in hands-on materials for drug and violence prevention, character education, life skills, school success, play therapy materials, and mental health tools. Our innovative resources are used by hundreds of thousands of professionals, parents, children, teens, and adults throughout the United States and across the globe.

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Brain Bullies Card Game

Ages 6+. Help children begin to realize the most common cognitive distortions that are present in thinking. The goal then is to form a means of discussing, disputing, and readdressing these distortions in a more productive manner for each child, as well as for the children of the group as a whole.

In this game, discussions will be broached of some of the most common distortions including: not being fair, black and white thinking, jumping to conclusions, blaming others, personalization and needing to always be right.

For 2-10 players, with the guidance of a licensed mental health professional or school counselor.

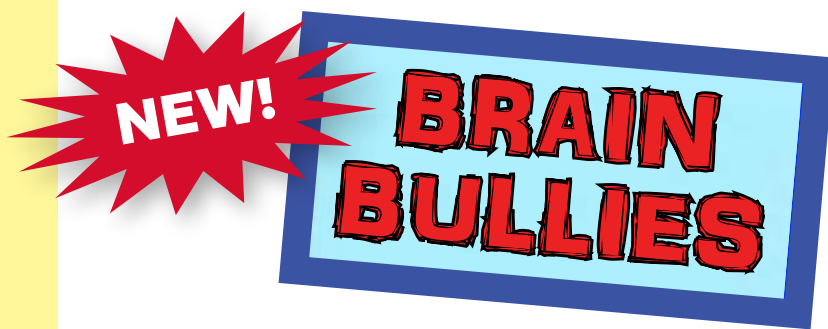
Brain Bullies Card Game • Item #5070 • \$27.95



Brain Bullies Toss & Talk

Ages 6+. This therapeutic game is an excellent addition to group counseling, classroom SEL lessons, or as a group icebreaker. Develop topics, discussions, and interventions regarding child-specific cognitive-behavioral techniques and social-emotional learning interventions in an engaging, whimsical, and interactive format that will keep students engaged while thinking and learning. For 2 or more players. 5" ball. Ball is deflated and requires a standard pump to inflate (pump not included).

Brain Bullies Toss & Talk • Item #5072 • \$34.95



Brain Bullies Bingo

Ages 6+. The purpose of this game is to have children begin to realize the most common cognitive distortions that are present in thinking. The goal then is to begin a means of discussing, disputing, and readdressing these distortions in a more productive manner for each child as well as for the children of the group as a whole. This game can be used as a companion to the Brain Bullies Book and can be used with the Brain Bullies Card Game by the same author, or can be used independently. For 2-16 players.

Brain Bullies Bingo • Item #5071 • \$42.95

